PRIMA'S OFFICIAL STRATEGY GUIDE

SHADOW MAN™ 2econd Coming

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SHADOW MAN 2econd Coming

STRATEGY GUIDE

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Walter Black
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TABLE OF CONTENTS

004 Author's Intro

005 Prologue and Back Story

007 Characters

013 Equipment, Weapons and Pickups

021 Enemies

029 Level Walkthroughs

DEATH ISN'T ALWAYS FINAL...

At least, it isn't when you're Shadow Man. The voodoo warrior with the mask implanted in his chest returns in his second adventure, Shadow Man: 2econd Coming. This time, the duality of Mike LeRoi and the Shadow Man is much more distinct. One is a muscled heavy-hitter, the kind of guy you don't want to run into in a dark alley. The other is a gaunt creature of bone and muscle, the kind of guy you wouldn't want to run into at all, even in the friendliest of circumstances! Shadow Man could be the spokesman for the "Dark Hero Club," and it's this kind of "bad-good guy" appeal that sets the Shadow Man games apart from the usual happy and cheerful adventure games.

In Shadow Man: 2econd Coming, we also get to see much more of Louisiana. And within Louisiana we encounter one of the most startling aspects of the game...Jaunty's Liveside form. It turns out that the spinal snake doorkeeper of the Boneyard Gates is actually a foul-mouthed dwarf with a top hat almost as large as he is. It's no small wonder that he spends so much time in Deadside. With his ability to move between the lands of the living and the canyons of the Dead, Jaunty's disappearance and subsequent demonic possession play a key role in Mike's quest to rid these worlds of the evil Grigori.

Ironically, the lines between Liveside and Deadside are not as easily distinguishable as one might think. The evil Grigori have penetrated both worlds and Shadow Man, with the help of Nettie, Deacon and the ill-tempered Jaunty, will have to travel between them to root out the demons.

The development of characters introduced in the first Shadow Man game and the introduction of new friends and foes here, gives this game about the world of the dead a life of its own. Hopefully this won't be the last time we get to accompany the "Walker Between Worlds."

For now, however, it's time to put Shadow Man to work! Hopefully this strategy guide will give you all the knowledge and inside information you'll need to succeed. The various worlds within the game are massive so be sure to refer to your maps often. Getting lost in a dark, dank vault below the hills and swamps of Ireland, or bogged down in the bayous of Louisiana is no fun. So give it a go and let this guide be your right-hand man!

Good luck Shadow Man... you're going to need it!

DAVID BOYLE
Author

PROLOGUE

"And there was a war in heaven:
Michael and his angels fought
Against the dragon;
And the dragon and his angels fought back."

Book of Revelations, Chapter 12, Verse 7

As a desperate New York cop drags his shattered body from a blazing tenement building, his partner and friend perishes inside at the hands of a huge, demonic creature. His death is not in vain, however, for it gives his colleague a chance to escape with the very thing the creature seeks; an enormous and ancient book, sealed shut by a series of powerful clasps…

Some ten years later in the southern United States, a near-empty passenger train thunders through the haze of an early evening dusk, as it makes its way to New Orleans. On board, alone, sits Michael LeRoi. As night falls and the moon rises, white-blue sparks of "Shadow Power" surge from his chest and envelope him as the train's interior lights plunge into darkness. Michael LeRoi, as he does every night, transforms to become the Shadow Man.

Just minutes later, deep within the Louisiana Bayou, Mamma Nettie emerges from the church in which she's based and looks to the sky… She does not like what she sees.

Simultaneously, in a run down New York tenement building, a giant of a man draws his wheelchair up beside an open window. His face a mass of scar tissue, his legs amputated at the knees, his name… Thomas Deacon, P.I. Looking dispassionately toward the sky he places his right hand upon the enormous book he dragged from the burning building ten years earlier.

At the same moment, Michael LeRoi looks toward the heavens through a dust covered train window. He sees what they all see this night… a gigantic, blazing star dominating the sky above.

Wasting no time upon his arrival in New Orleans, Michael makes his way through the deserted streets on his way to the Wild at Heart bar run by Jaunty, the closest thing Shadow Man has to a "friend."

A Shadow Man feels no fear, but as he rounds the corner to the Wild at Heart, the man who by day calls himself Michael LeRoi experiences a sensation that would strike terror in the heart of any mortal man. An unusual silence hangs in the air, the type of silence that soundlessly screams "danger!" He pushes the front door cautiously open and steps into the bar, which lies ruined; the walls and floor covered in arcane symbols.

Quickly, silently, seemingly from nowhere, three shadowy figures appear and surround Shadow Man. Their stealth and poise do not betray their origins, and in the split second he has to think, Shadow Man can't discern who they are and why they would be there. Then, the one with his back to the door laughs wildly, mockingly…

"You see the star? It is a sign that we make our move and reveal our true strength. Soon with great violence will Babylon be thrown down and we shall have power over the fourth part of the Earth. We're delivering a message from Papa Morte to all that would stand against him… we have already possessed the serpent and made it our own. Now we take you!"

He fixes a padlock on the door, takes the key and swallows it.

Slowly clenching his fists, Shadow Man, Walker Between Worlds, Lord of Deadside turns to face his opponents.

And so the adventure begins…

BACK STORY

Shadow Man, Mike LeRoi, Walker Between Worlds, returns in his second crusade to save the earth from the evil powers that wish to destroy it. Having defeated the vile Legion and his band of serial killers hell-bent on opening the floodgates to Deadside, Shadow Man must now confront an even deadlier challenge.

In Shadow Man: 2econd Coming, Mike teams up with Thomas Deacon, an ex-NYPD cop and self-proclaimed Demon Hunter to track down and destroy the Grigori – demons that have lived among us for 2000 years. The fiendish Grigori now want to bring about the end of the world by releasing their leader Asmodeus from The Pit…

Your quest as Shadow Man begins at the Wild at Heart bar in the deep recesses of New Orleans. After the melee at the Wild at Heart, you'll discover that your "partner" Jaunty has been kidnapped and taken away to the lair of a local voodoo gang lord named Papa Morte. Realizing that Nettie holds the answers you seek, you'll need to speak with her.

Nettie explains that she and Morte have been feuding for years. Rescuing Jaunty is your next main priority. However, once your rescue mission is complete, it becomes obvious that Jaunty has been possessed by evil spirits. Once again, Nettie holds the key to restoring Jaunty to his former self. It becomes apparent to all that the evil powers at work are far stronger than just Morte's voodoo. Thus she concludes that her long-time associate Thomas Deacon must get involved.

You'll meet up with the wheelchair-bound Deacon who reveals that Morte is in fact one of the Grigori. According to Deacon the Grigori are making moves to release their leader Asmodeus from The Pit in order to bring about the end of the world as prophesied in the Book of Revelation. To stop their plan you'll first have to stop Morte dead in his tracks. The road leads to a run-down plantation House that sits on top of a portal leading to Gehenna, an area containing the hellish prison of Asmodeus.

Once Morte is out of the way, Deacon will urge you to cross over to Gehenna using The Codex, the book salvaged by Deacon ten years earlier during the nasty confrontation that ended his police career and left him in a wheelchair. Within Gehenna you will find the portals that will lead you to other earthly destinations in search of the remaining Grigori.

Using the portals found in Gehenna you'll have to hunt down and destroy all the Grigori before opening the final seal on The Codex to enter The Pit and destroy Asmodeus forever.

Throughout your adventure, you'll be transformed between Mike LeRoi and Shadow Man and transported between Liveside and Deadside as you track down and eliminate all the evil that surrounds you.

You'll also have to find a cure for the possessed and now comatose Jaunty. In addition you'll have to recover the powerful Nephilim Blade before you'll be ready to take on your final confrontation with the mighty Asmodeus. Good luck Shadow Man… you're going to need it!

Chapter One

Characters

Mike LeRoi

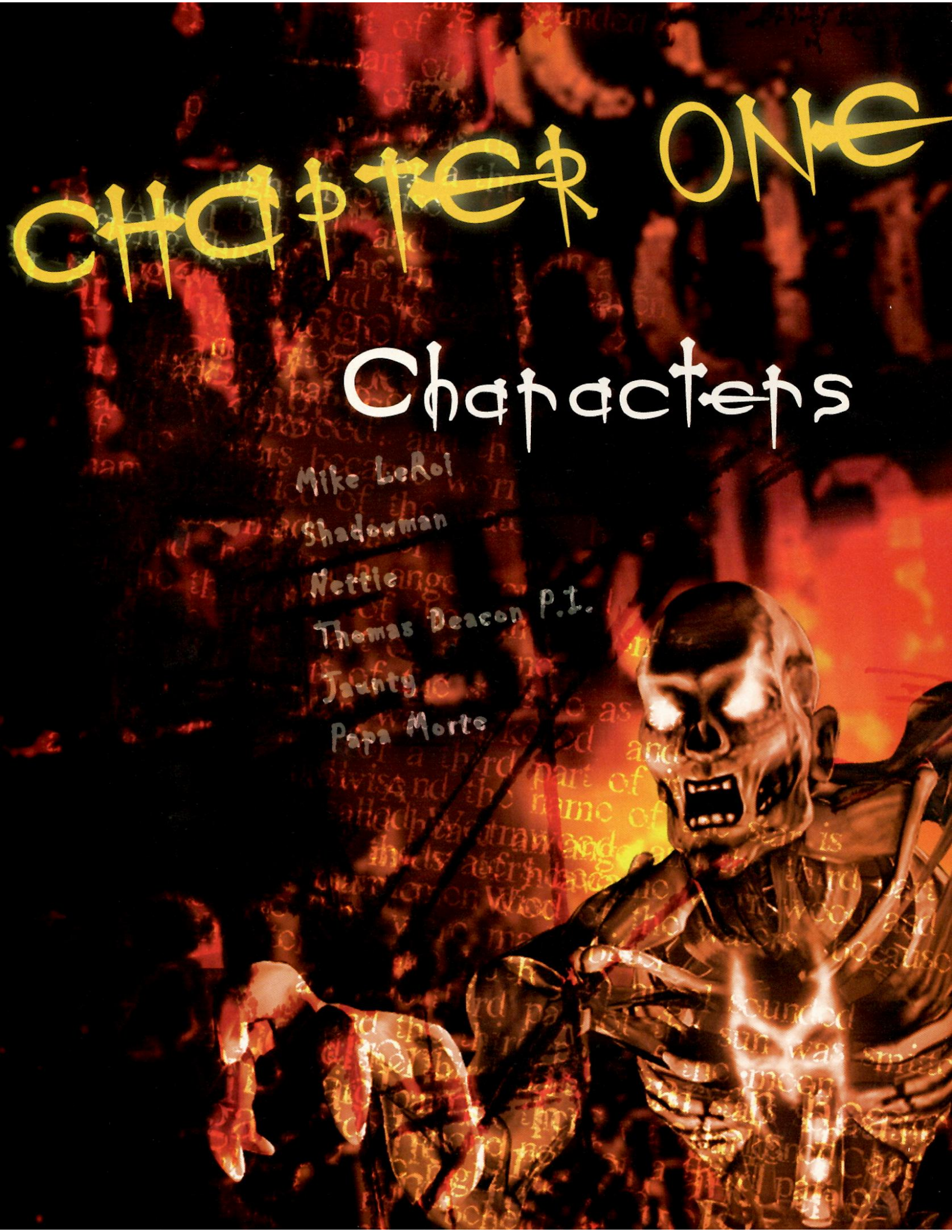
Shadowman

Nettie

Thomas Deacon P.I.

Jaunty

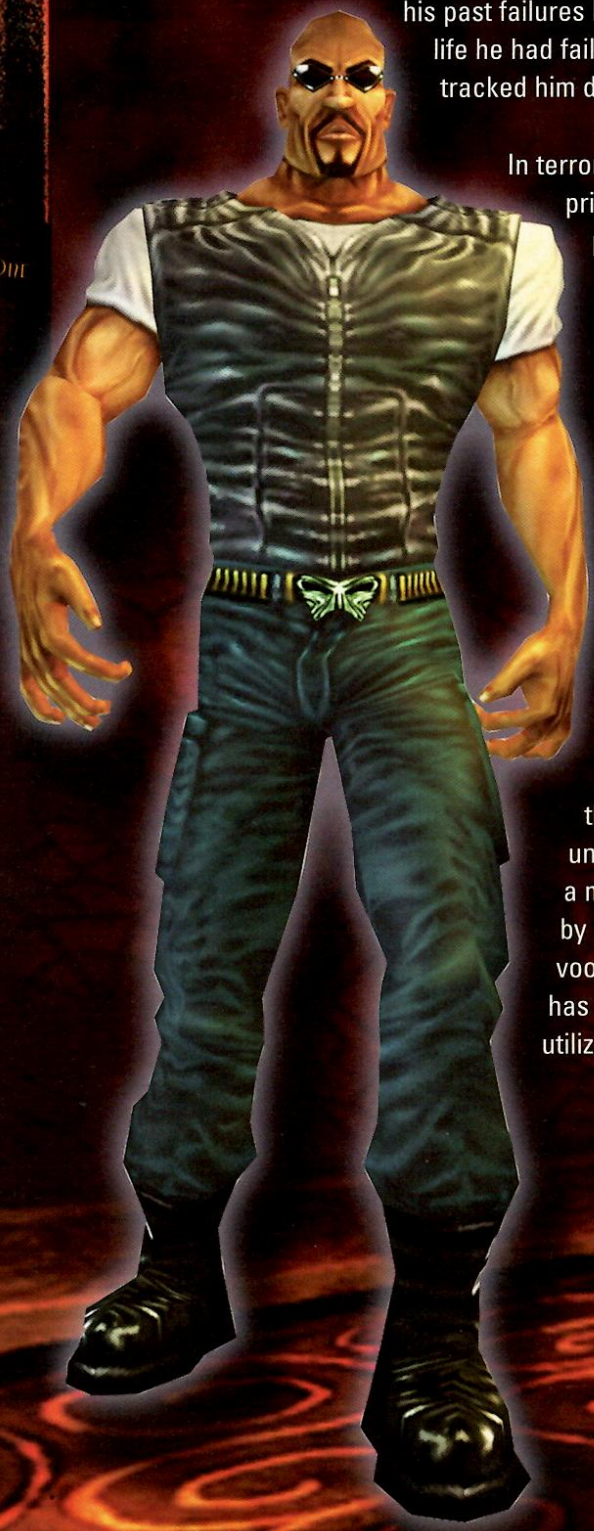
Papa Morte



MICHAEL LEROI

As a young man, Michael LeRoi struggled to make ends meet. Working as a cab driver in Chicago, he did his best to keep his life's failures from his family. He loved them too much to, as he saw it, let them down.

Then out of the blue, one of his passengers was executed in a gang-style killing, leaving a vast amount of cash in the back of his cab. Michael took the money home, hoping to put his past failures behind him and provide his brother Luke with the start in life he had failed to give himself. However, the gang was on to Mike and tracked him down to New Orleans…



In terror and desperation Michael sought out a Bokor, a voodoo priest, to give him protection against the gang. The Bokor's protection worked all too well. The gang decided to call in their debt by staging a drive-by shooting on the car in which Michael and his family were traveling. The car crashed and all perished… except for Michael…

After the crash, Mike remembered nothing of his past or what had happened to his family. He soon found himself drawn to the New Orleans underworld by the Bokor, who had extracted a secret price for his protection. Unaware of his true identity, Mike, working under the pseudonym "Zero", acted as a hit man for the Bokor.

One Hero, Two Bodies

By day, Mike LeRoi is an imposing figure. Tall and muscular, he would more often be mistaken for a biker than a voodoo warrior. But when night falls, Mike undergoes a startling transformation into the Shadow Man: a mere skeleton wrapped in muscles and flesh held together by mystical forces. The differences between Mike and his voodoo counterpart go far beyond the appearance. Each one has strengths and weaknesses, requiring that both forms be utilized to overcome the obstacles ahead.

▶▶▶ *Mike LeRoi*

- Stronger than Shadow Man. Inflicts higher melee damage.
- Kevlar jacket reduces the damage he receives.
- Able to push large blocks and crates.
- Mike's Gun uses extremely powerful hollow-point bullets.

SHADOW MAN

One fateful night, Mamma Nettie, a powerful voodoo priestess, entered the Wild at Heart bar, the base for Mike's activities. Capitalizing on Michael's weaknesses, Nettie summoned all her powers to persuade Mike to allow her to implant the Mask of Shadows, a powerful voodoo artifact, into his chest. Instantly, Michael was transformed into the Shadow Man, the immortal Walker Between Worlds. He was now and forever under Nettie's control.

Eventually Michael LeRoi regained some of his memory. Tormented almost beyond endurance, he slowly began to accept his new role… protecting the world of the living against threats crossing over from the spiritual realm known as Deadside.

And so it was that Michael LeRoi, cabby-turned-hit man, accepted the mantle of the Shadow Man, Walker Between Worlds, Lord of Deadside. Shadow Man, the lone sentry between the world as we know it, and the vast horrific plains of Deadside.

►►► *Shadow Man*

- Capable of using the wide range of voodoo weapons and spells.
- Possesses a natural aura that lights up darkened areas.
- Doesn't have to breathe underwater.
- Takes no damage from long falls.
- The Shadow Gun uses voodoo power and requires no ammo.

THOMAS DEACON P.I.

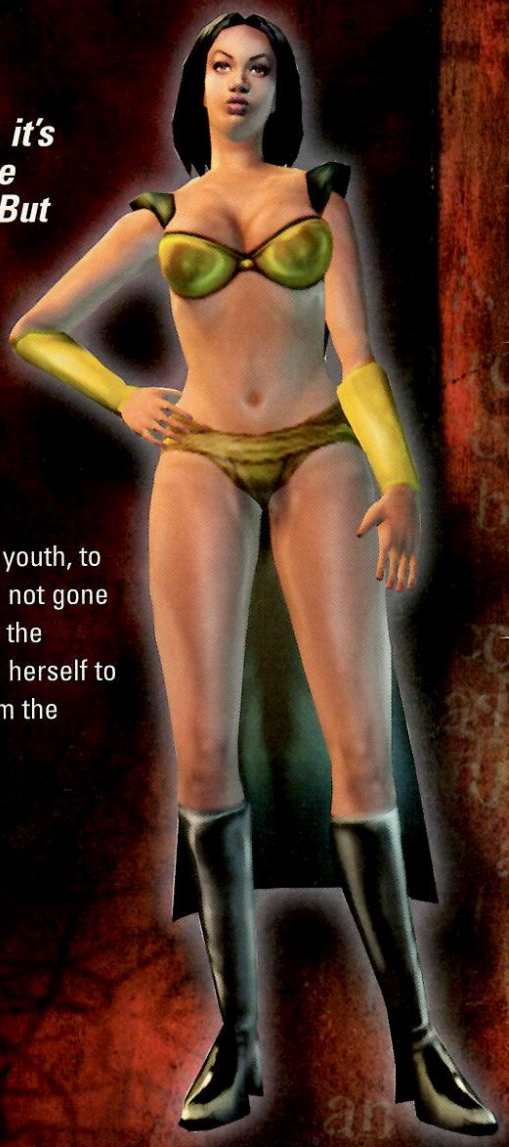
Originally a member of the New York City Police Department homicide division, Deacon was retired from active duty ten years ago after sustaining massive injuries during an incident in which his partner was killed. As the Department totally failed in solving the mystery of what happened that terrible night, Deacon became obsessed with tracking down whatever it was that killed his partner and left him crippled.

Deacon is not an easy man to miss. Over six feet tall before his injuries and built like a linebacker, being confined to a wheelchair has done nothing to diminish his physical impact. With eyes so intense people swear they glow, two vivid scars running across his face, a left hand severely burned and missing two fingers, Deacon is an imposing figure.

Thomas Deacon is a man possessed, bearing an intensity of character matching his appearance. However, despite casting such a frightening image, he managed to slip into his new guise of Private Investigator without drawing unnecessary attention to himself.

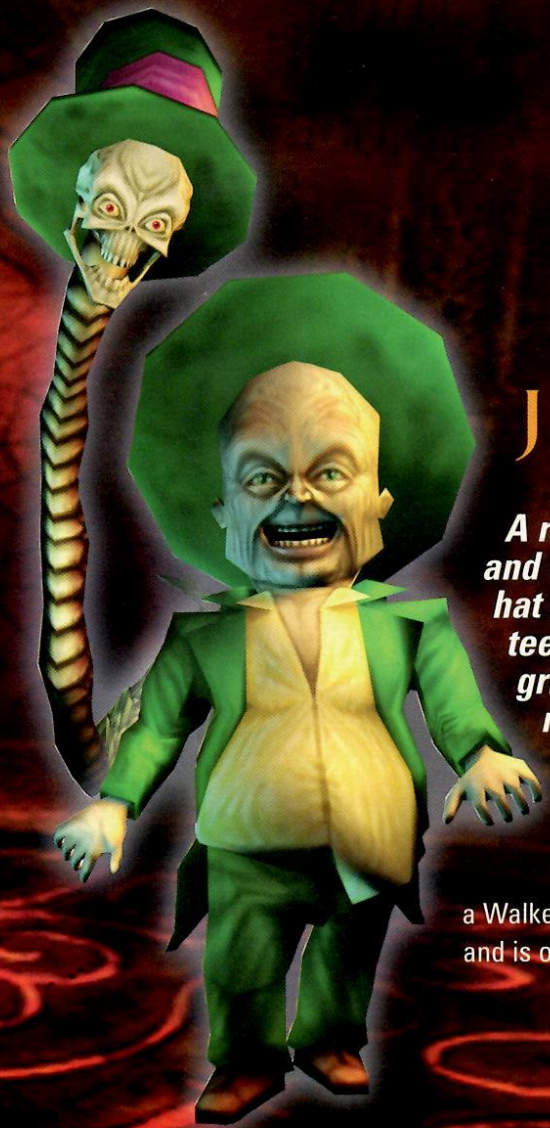
Thomas Deacon and Mamma Nettie have known each other and worked together for many years. On more than one occasion Deacon has used his investigative powers to help her. He also has a distinctly unhealthy interest in demonology and the occult, a knowledge that plays a key role in this adventure.

MAMA NETTIE



Although Nettie still essentially controls Michael, it's evident that their relationship has evolved over the years. There remains no love loss between them. But now that Mike has resigned himself to acting as her Shadow Man, he is far more direct in his approach to her. And, he is far more relaxed in his role as Shadow Man. Nettie does not enjoy this new "balance of power," but she no longer commands the necessary influence to hold this newly confident Lord of Deadside in check.

Over the past few years, Nettie has continued her quest for eternal youth, to the point where she now casts a stunning profile. Her new look has not gone unnoticed by Michael. However, her looks are not enough to regain the control she once held over Mike and his destiny. Nettie must resign herself to playing an increasingly minor role in the protection of the world from the horrors of Deadside and beyond.



JAUNTY

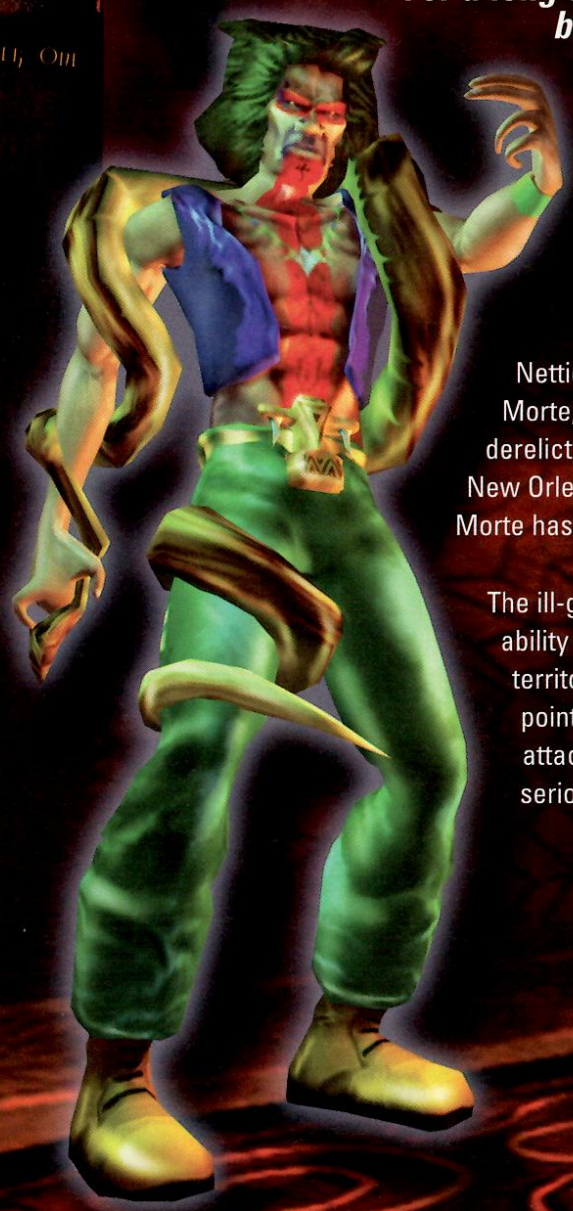
A repulsive middle-aged Irish dwarf with skeletal features and one bulging eye, Jaunty is usually seen wearing a top hat and an ill-fitting tuxedo over his grease-stained white tee shirt. Adorned with voodoo necklaces and sporting a grimy pair of children's sneakers, Jaunty is not a pleasant man to know.

Nettie's diminishing influence over Mike has increasingly seen her taking out her frustrations on the already put-upon Jaunty, a fact he's not too happy about. He remains useful to Nettie because he, like Shadow Man, is a Walker Between Worlds. He has none of Shadow Man's capabilities however, and is only of use as a general guide and workhorse… a role he often detests.

Like Mike, Jaunty did not choose to become a Walker Between Worlds. He had it thrust upon him by Nettie. He was actually kidnapped by a group dabbling in the occult and was sacrificed as part of an "experiment." He avoided eternity in Deadside when Nettie convinced him to join her as her eyes and ears in Deadside. His reward… a new body and a chance to live again. Reflecting his Liveside role, Jaunty assumes the form of a top hatted skeletal snake in Deadside, possibly the only part of the "deal" he likes.

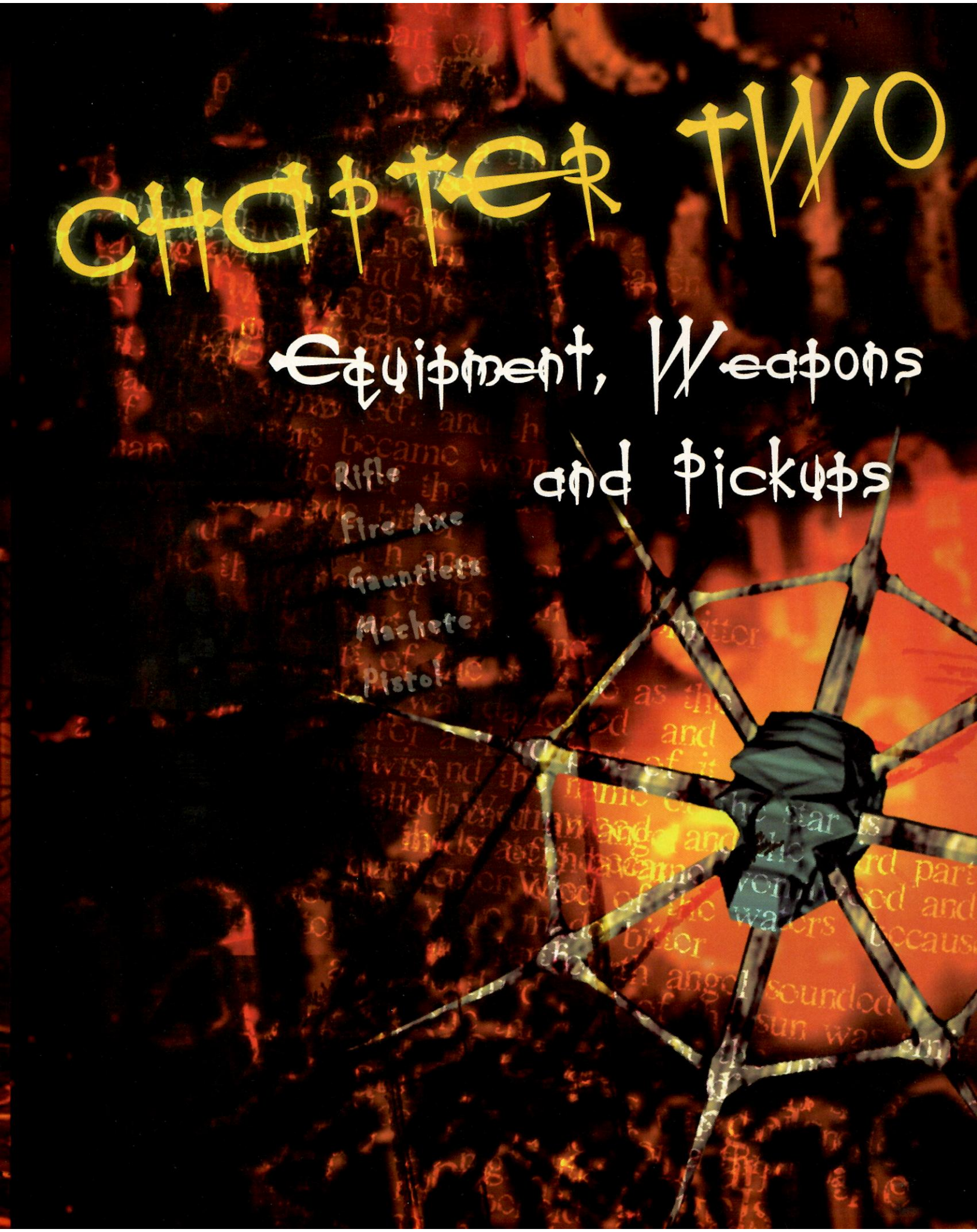
Papa Morte

For a long time now, Nettie has been embroiled in a bitter feud with a mysterious rival Bokor known as Papa Morte. Recently their struggle has settled into an uneasy truce, but they have a long history of violent competition for dominance of the surrounding area. The last time they locked horns was some eighty years ago, during a violent dispute that left Morte missing one eye!



Nettie is one of the only people ever to have actually laid eyes on Morte, a giant, terrifying figure who operates from The Plantation, a derelict, slave-era mansion hidden deep within the swamplands of New Orleans. From there, with his ever-increasing cult of followers, Morte has involved himself in a variety of criminal activities.

The ill-gotten gains from these operations, along with a disturbing ability to brainwash his followers, have lead Morte to expand his territory at an alarming rate. His spreading influence is now at the point where Nettie fears for the future of her own domain. An attack at the Wild of Heart bar and the kidnapping of Jaunty is a serious blow to Nettie, but that may be just the start…



Chapter Two

Equipment, Weapons and Pickups

WEAPONS AND ITEMS

Throughout his journey, Shadow Man will come across a wide variety of weapons that will aid him in his quest to defeat the Grigori. Some of these are required in order to open up new areas of game play, others provide background information or just help Shadow Man kick demon tail. Shadow Man can hold a weapon or item in either hand, allowing for some interesting, dual-weapon combinations. Some of the larger weapons however, require the use of both hands, but their power makes up for such a drawback.

FIREARMS

Shadow Man begins his mission with nothing but his bare hands to defend himself against hordes of foes. By the end of the game however, he will wield an impressive arsenal of firearms.

SHOTGUN

A classic weapon that no shooter would be complete without, the Shotgun is a powerful close-range weapon that, due to a unique pistol grip, can be fired with one hand. In fact, there are actually two Shotguns to be found in the game, allowing Shadow Man to wield a pair of the deadly boomsticks for high damage potential.

LOCATION: Louisiana Apartments, Russian Hut

AMMO: Shotgun Shells

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

MIKE'S GUN / SHADOW GUN

Although not the strongest weapon in the game, Mike's trusty 9mm is a dependable, hard-hitting weapon in both Liveside and Deadside. When in Mike's hands, it uses hollow point bullets, which are powerful but rarer than regular bullets. When Shadow Man wields it, it has unlimited ammo in the form of Shadow energy, which can be charged to cause more damage. Killing most enemies with the Shadow Gun will cause them to leave behind health.

LOCATION: Morteth's Recreant Vault

AMMO: 9mm Hollow Point Bullets

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

PISTOL

Slightly less powerful than Mike's Gun, the Pistol has a larger magazine and a higher rate of fire, making it a nice companion for two-fisted gunplay

LOCATION: Louisiana Apartments

AMMO: 9mm Bullets

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

EQUIPMENT, WEAPONS and TACTICS

ASSASSIN RIFLE

One of the few two-handed weapons in the game, the Assassin Rifle logically requires complete focus. When drawn, Shadow Man immediately brings up the scope to pick off enemies from a distance. Since Shadow Man can't move while wielding the Rifle, make sure there are no foes around before going into snipe mode.

LOCATION: Louisiana Docks

AMMO: 9mm Bullets

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

MP-909S

Although for most people, this fast-firing weapon would require two hands, both Shadow Man and Mike are able to effortlessly wield it with only one. The trade-off for any machine gun like this is always its tendency to eat through ammo, but the extra power is often worth it.

LOCATION: Louisiana Bayou

AMMO: 9mm Bullets

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

0.9 GPMG

Starting out as an even faster and more powerful gun than the MP-909S, Shadow Man can eventually upgrade the GPMG with a Grenade Launcher, making it an unbeatable long-range weapon. Grenades can be bounced around corners to surprise enemies that Shadow Man would rather not face head-on. When firing grenades, it's best to aim far away, as the blast will damage Shadow Man as well as his enemies.

LOCATION: Russian Village (Grenade upgrade - Ireland Caves)

AMMO: 9mm Bullets, Grenade Rounds

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

NEPHILIM

The Grigori Shadow Man will eventually confront are not as easily destroyed as the typical flunkies he usually comes across. Fortunately, there exists a set of highly powerful weapons containing the mystical power needed to deal the finishing blow to the game's bosses. As an added benefit, they're absolutely lethal against regular foes.

NEPHILIM SHARD

Nephilim is the only thing capable of dealing the final blow to a Grigori, although they will have to be weakened first. Against normal enemies, it is a highly effective melee weapon that lights baddies on fire.

LOCATION: First given to Shadow Man by Deacon before fighting Papa Morte

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

MALIGNUM

No longer must Shadow Man be satisfied with wielding the deadly Nephilim Shards by hand. Once he acquires the Malignum, a crossbow that uses an infinite supply of the Shards as ammo, he can deal out Grigori death from a safe distance. Incredibly powerful for attacking mid-range enemies, the Malignum must be charged to reach distant enemies.

LOCATION: Ireland, after destroying Far Durocha

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

NEPHILIM BLADE

It's time to get medieval. Quite easily the most powerful hand-to-hand weapon in the game, and much more satisfying than taking potshots with the GPMG, the Nephilim Blade is a giant broadsword inscribed with intricate designs. Carved from the same material as the Nephilim Shards, the Blade can also destroy Grigori and is very useful for carving through hordes of enemies.

LOCATION: Ireland Vault

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

NEPHILIM SHIELD

When wielded by a skilled hand, this ancient shield can be used to block the energy blasts of the many of the demon foes.

LOCATION: Gehenna Arena

GAUNTLETS

When found this pair of long bladed gauntlets becomes permanently affixed to Shadow Man's wrists. They do not need to be equipped and allow Shadow Man to cause more damage in melee combat. They can also be used to break open barricades and containers.

LOCATION: Gehenna

DESTROYS: Glass, Padlocks, Wooden Barricades, Barrels, Crates, Ceramic Pots

VOODOO WEAPONS / SPELLS

One of the benefits of being charged with voodoo energy is the ability to use a wide variety of voodoo weapons and spells. Many of these voodoo artifacts are tucked away in hard to reach places. It's not necessary to find them all to beat the game, but they do make it easier. Since they use voodoo power, only Shadow Man can take advantage of their magic.

VOODOO WEAPONS

FAUX

A curved blade inscribed with voodoo markings. When swung, flames leap out in a narrow arc. Mike can use it as a melee weapon.

LOCATION: Louisiana Apartments

ENERGY USE: Low

EQUIPMENT, WEAPONS and PICK-UPS

INCINERER

The dried body of a fire breathing serpent. Acts as a voodoo flame-thrower, shooting a tongue of flame an impressive distance.

LOCATION: Louisiana Bayou

ENERGY USE: Low

EXPLOSER

A voodoo charm that packs an explosive surprise. Slamming it into the ground sends out balls of fire that seek out nearby enemies. Useful for dealing with crowds of foes without spending too much voodoo power.

LOCATION: Boneyard Village

ENERGY USE: Medium

COLLE

A powerful voodoo mine packed into the dried body of a large insect. The glowing orbs can be placed on enemies and walls and explode after a few seconds. You do not want to be close by when that happens! The blast is strong enough to kill even Shadow Man. The most common use of the Colle is blasting open crumbled stone walls.

LOCATION: Ireland Caves

ENERGY USE: High

VOODOO HEXES AND CHARMS

PESTE

Upon swinging this diseased charm, swarms of flies assault nearby baddies, causing minor damage and stunning them. More useful when combined with a strong secondary weapon to attacked the dazed foes.

LOCATION: Boneyard Entrance

ENERGY USE: Low

GUERRE

This relic infuses Shadow Man's fists with additional voodoo power, enhancing melee attacks. Combined with the Gauntlets, it makes punches a powerful alternative to other close-range weapons.

LOCATION: Louisiana Docks

ENERGY USE: Low (Constantly drains voodoo when equipped)

FAMINE

A passive spell, Famine will slowly leech the life force out of nearby enemies and feed it into Shadow Man, boosting his health. Extremely useful for those times when you just can't find a health pickup anywhere.

LOCATION: Russian Village

ENERGY USE: Low (Constantly drains voodoo when equipped)

MORT

The most powerful of the voodoo spells, Mort lives up to its grim namesake. It uses two whole bars of voodoo power, but in return sends out a massive wave of death in every direction. The perfect weapon for clearing out a room full of weaker enemies.

LOCATION: Boneyard Village

ENERGY USE: High

L'INFERNO

The only spell needed to complete the game, L'Inferno encases Shadow Man's body in a sheath of flames. In addition to causing damage to any enemy that touches him, L'Inferno allows Shadow Man to warp between two fires that are in close proximity.

LOCATION: Russian Church

ENERGY USE: Low (Constantly drains voodoo when equipped)

L'ORAGE

Infused with electrical energy, a swing of L'Orage sends shocking bolts into nearby enemies, causing large amounts of damage. Powerful, but it uses up voodoo power quickly.

LOCATION: Ireland Ruins

ENERGY USE: Medium

ITEMS

POCKET WATCH

A finely crafted timepiece that is able to speed up time, thereby forcing a transformation into either Shadow Man or Mike LeRoi, or delaying such a transformation. This becomes very useful when solving puzzles that require the use of either form without having to wait around for the in-game clock.

LOCATION: Louisiana Dark Sepulchre

TEDDY BEAR

Familiar to anyone who played the first Shadow Man game, the Teddy Bear is a very emotional item for Mike, since it belonged to his deceased brother, Luke. The stuffed toy allows Shadow Ma to transport himself to different locations throughout both Liveside and Deadside, provided he's already been there once.

LOCATION: Boneyard Training Area

CHALICE

An ancient relic used to dispel evil spirits from a possessed body, the Chalice will be required in order to free Jaunty from his curse and therefore gain entrance to the deeper areas of the Boneyard. In addition to healing the afflicted scamp, the Chalice can serve as a source of light for Mike.

LOCATION: Ireland Dark Sepulchre

WRECKING BAR

The first weapon Shadow Man will find is a simpl Wrecking Bar, and serves to both bash enemies and open padlocked doors. The bar is more damaging than fists alone, and is a useful weapon once Mike has run out of ammo.

LOCATION: Wild at Heart Bar, Louisiana

DESTROYS: Glass, Padlocks, Ceramic Pots

EQUIPMENT, WEAPONS and PICK-UPS

MACHETE

Another weapon/tool, the Machete is easier to swing than the Wrecking Bar, and cleanly slices through foes.

LOCATION: Hountfort Church, Louisiana

DESTROYS: Ceramic Pots

FIRE AX

Yet another tool turned weapon, this one allows Shadow Man to pass boarded up paths, as well as open up wooden crates and the skulls of unruly demons.

LOCATION: Louisiana Caves beneath Hountfort Church

DESTROYS: Wooden Barricades, Crates, Ceramic Pots

GOURD

This Voodoo container serves only one purpose in the game, holding the bird skulls Nettie requires to take care of Jaunty.

LOCATION: Hountfort Church, Louisiana

NAIL GUN

The first long-range weapon Shadow Man acquires is a simple nail gun, but it's a welcome change from the melee arsenal he'll have gathered already. Just like the other guns, this weapon requires ammo as Mike, although Shadow Man can fill it with Shadow Power.

LOCATION: Wild at Heart Bar, Louisiana

AMMO: Nails

DESTROYS: Ceramic Pots

DOCUMENTS

DEACON'S MESSAGE

Given to Shadow Man by Nettie, this message comes straight from the detective that gathered the serial killer profiles in the first Shadow Man game. It's a very hastily written letter warning Nettie of an impending danger accompanied by a mysterious set of symbols.

LOCATION: Hountfort Church, Louisiana

THE CODEX

The only document that is absolutely imperative to the overall quest. Locked at first, as Shadow Man acquires Sigils, individual sections of the book will be opened, providing the means to open the gates to other Grigori-controlled regions.

LOCATION: Deacon's Crypt, Louisiana

GRIMOIRE INFERNALE

An ancient book detailing the trial of Cuchulainn and his encounter with the Grigori. The Grimoire provides background information, nothing more.

LOCATION: Ireland Vault

DIAGENIUM

Each level contains one or more of these useful maps. Shadow Man's current position is clearly marked to make navigation even easier.

PICKUPS

Many pots and crates contain valuable pickups. It's always worth the time it takes to break open any containers you find.

AMMO

There are several kinds of ammo for the wide variety of firearms found throughout the game.

9MM BULLETS: Used for the Pistol, MP-909S, Assassin Rifle, and the 0.9 GPMG.

HOLLOW POINT BULLETS: Very rare, but very powerful, Mike's Gun uses these.

SHOTGUN SHELLS: Naturally used for the two Shotguns.

NAILS: Found early on in Louisiana for the Nail Gun.

GRENADES: Used with the grenade upgrade to the GPMG.

HEALTH

During the day, Mike will find health packs, while Shadow Man uses orbs of life energy to heal himself.

VOODOO SKULLS

Containing the essence of voodoo power, these skulls will appear only for Shadow Man. Collect them to replenish the voodoo energy gauge.

CADEAUX

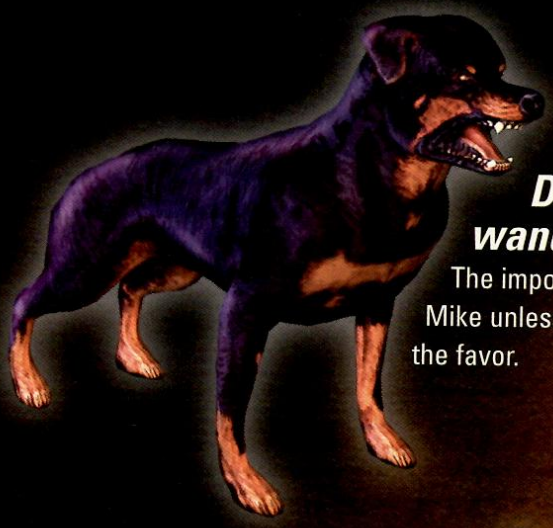
Scattered throughout Liveside and Deadside are 100 of these lost souls. Sacrificing them in the altars beneath the Hountfort Church will raise Shadow Man's health and voodoo power permanently.

Chapter Three

Enemies

enemies

Louisiana



Dog

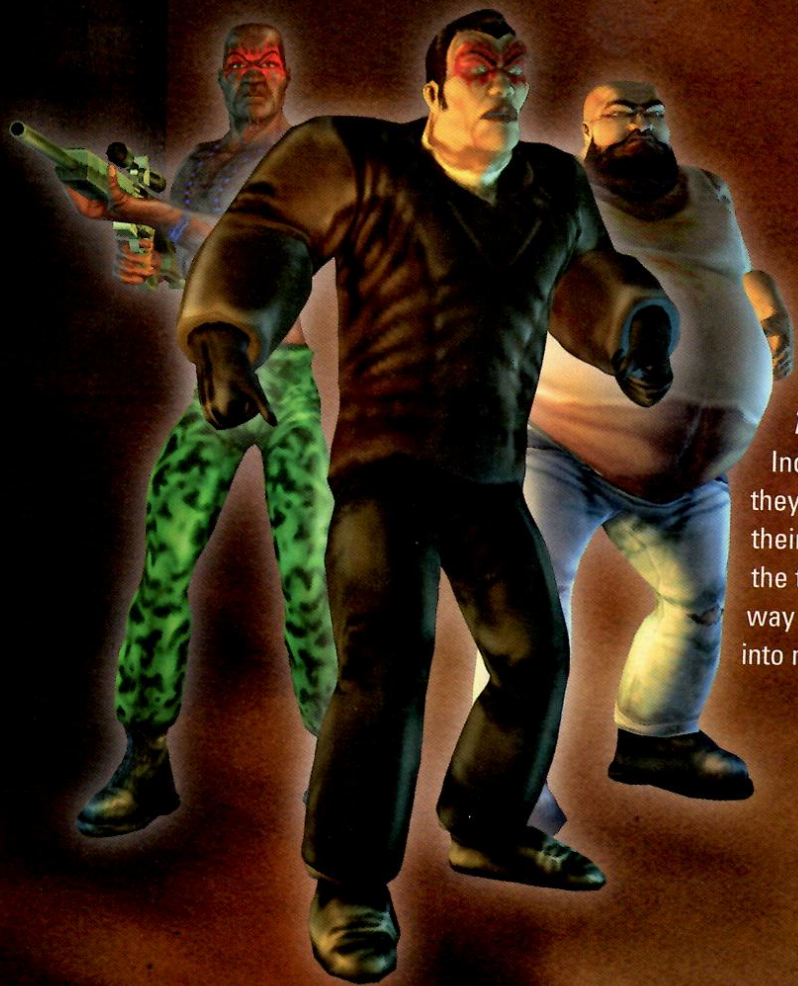
During the daytime, packs of dogs wander Louisiana.

The important thing to remember is that the dogs will not attack Mike unless he attacks them first. Leave them alone and they'll retu the favor.

Gator

The bayou lakes are home to these deadly reptiles.

Always check the water before going for a swim. Since Mike/Shadow Man can't attack in the water, shoot the gators from the shore.

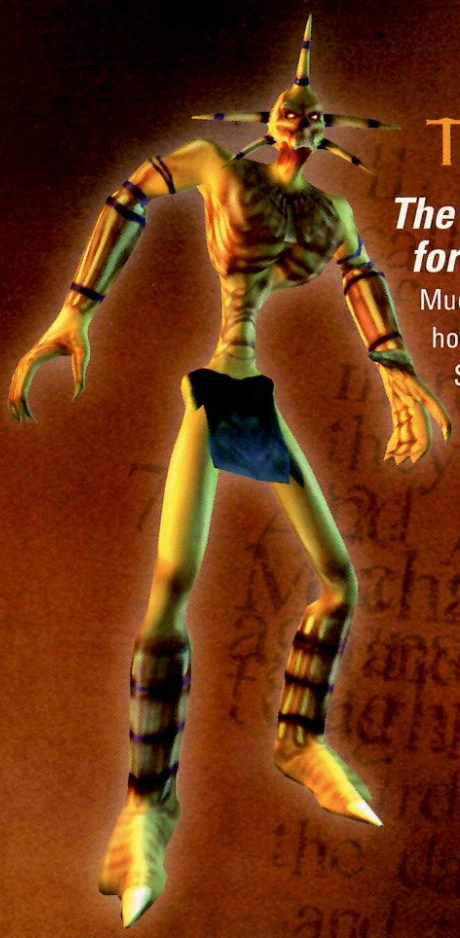


Morte Thugs

The voodoo bokor Morte has filled the streets and bayous of Louisiana with his thugs, and they're looking for Shadow Man.

Individually they are relatively weak, but most of the time they attack in groups. Thugs use all sorts of weapons, from their fists to crowbars to guns. The pistol-packing thugs are the toughest to handle, especially early in the game. The be way to deal with them is to hide behind cover and lure them into melee range.

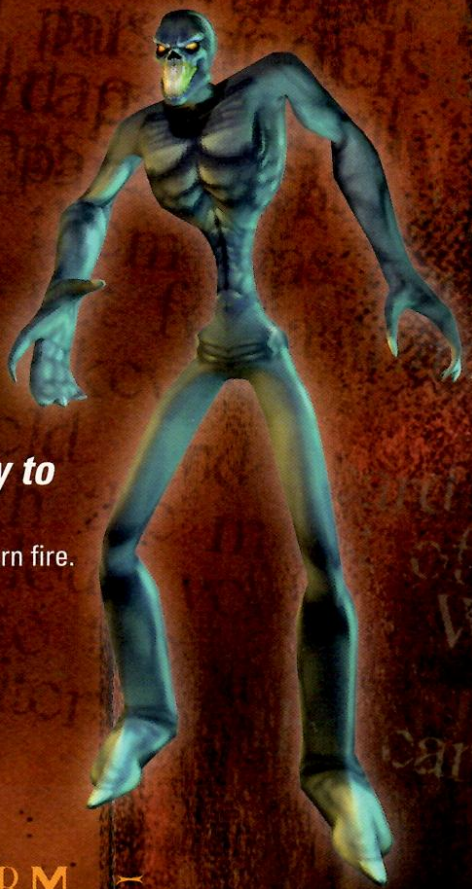
DEADSIDE



TRIBAL DUPPIE

The denizens of Deadside have little respect for Shadow Man.

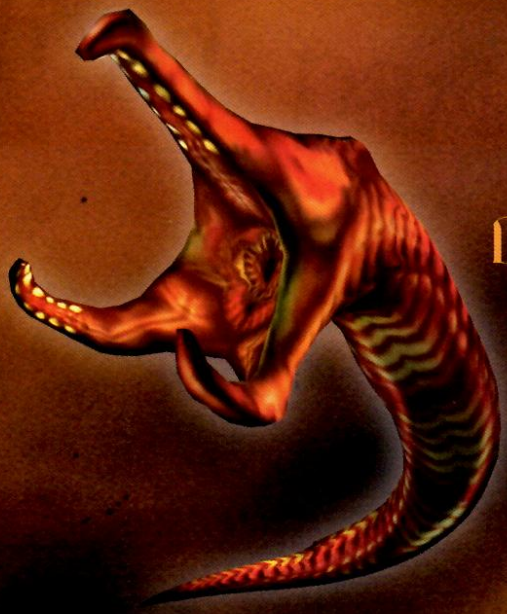
Much like the thugs, they typically attack in large numbers. Individually, however, they are weak and will fall as a result of two fully-charged Shadow Gun shots.



FERAL DUPPIE

These Duppies differ from the typical variety because they possess the ability to fire darts at Shadow Man.

They have to stop to fire, so quickly dodge the shots and return fire.

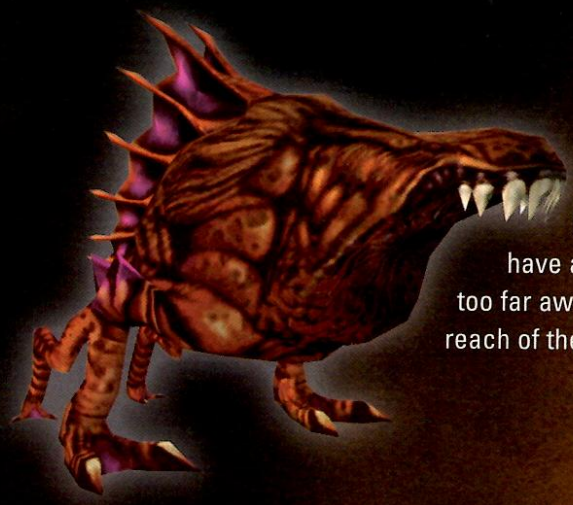


DEADWORM

More of an annoyance than a threat.

Deadworms lurk in the shadows and blood pools of Deadside. A few quick shots will take them out.

Gehenna and the Dark Sepulcheres



Basalith

Much like demon guard dogs.

Basilith attack with their powerful jaws, although they have an energy blast attack that they will use if Shadow Man too far away. Stay close enough to keep them from firing, but out reach of their fangs and blast away.

Shhedrim

These small, winged demons often hang from the ceiling in the shadows, dropping to attack in a group when a switch is pulled or a door is opened.

More often than not they will keep their distance, firing bolts of energy. Before they fire they will pause briefly. This is your chance to get a few shots in. When they move in to attack with their claws, use a quick melee weapon such as your Gauntlets or activate L'Inferno.

Abbadrim

Wielding large, clawed hand and powerful energy blasts Abbadrim are imposing figure

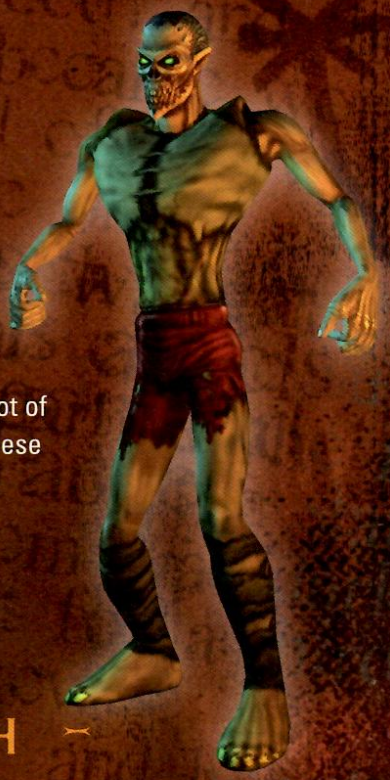
They prefer to rush towards Shadow Man to slash and claw him. Taking them on toe-to-toe is dangerous, so stick to ranged attacks while dodging their blasts.

Enemies

Behilim

The toughest of the regular enemies, Behelim are slow and lack any long range assaults.

But they make up for that with powerful attacks. Their long arms can deal out fierce punches, and, if they get even closer, they will actually grab Shadow Man and bash him repeatedly into the floor. Use your most powerful weapons to eliminate these beasts before they can get close.



Celtic Zombie

Zombies rise out of the ground in cemeteries and throughout Ireland to surprise Shadow Man when he least expects it.

They are incredibly slow, but appear in very large groups and take a lot of damage before they drop. It's often easier to run away than to fight these lurching hordes.

Cereberith

These flying beasts fire short volleys of energy shots before dropping down to pick up Shadow Man in their tentacles.

After gnawing on his head they throw him to the ground. Keep your distance and dodge the blasts before returning fire.

Grigori Skeleton Warrior

Like zombies, these skeletons can appear out of the ground without warning.

Unlike zombies, they are incredibly fast and will quickly overwhelm an unprepared fighter. Try to take them out before they can gang up on you, and use strong melee weapons to fend them off at close range.

FAR DUROCHA / FARDUROTH

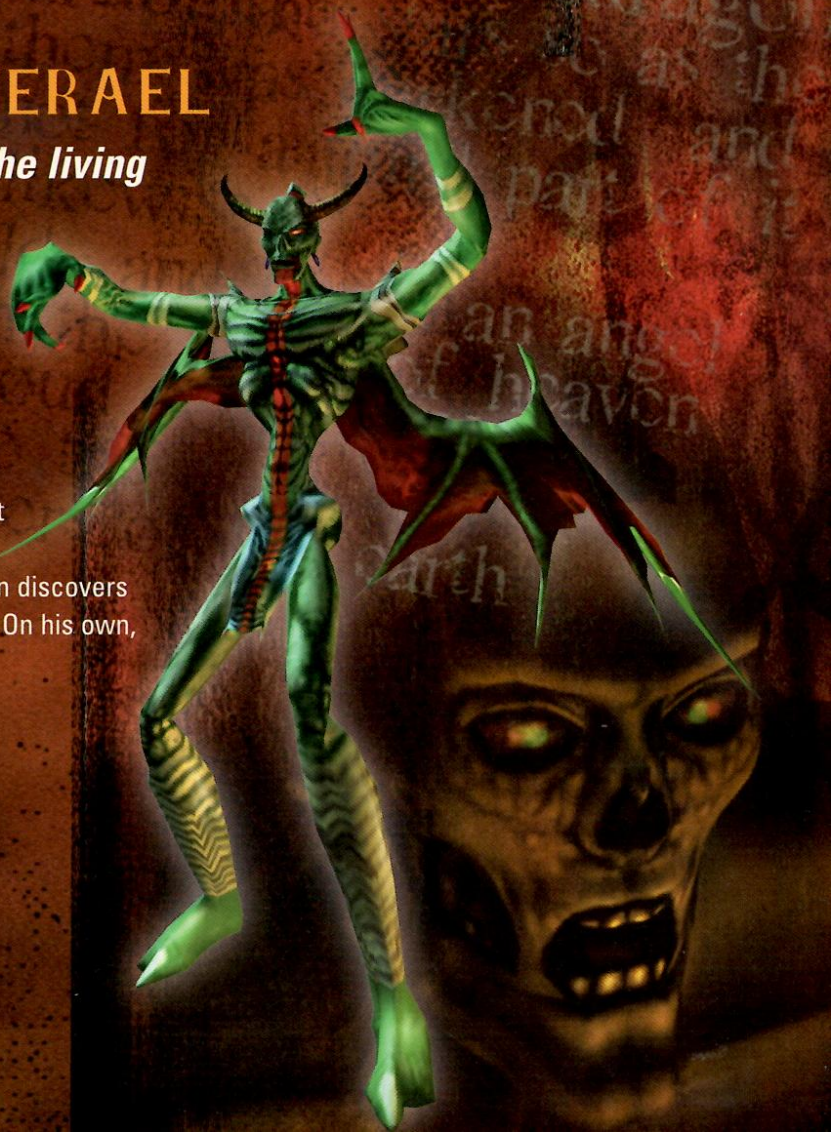
Far Durocha is the menacing, armor-clad warrior known as the "Lord of Moytura Island," a wind-blasted piece of rock off the Ireland coast.

Imposing and surprisingly fast, Far Durocha will inflict repeated assaults against Shadow Man throughout the aboveground areas of Ireland. With his suit of armor, he is invincible and he knows it. So his attacks are relentless. However, once he is confronted in his lair, his bravado gets the best of him as he transforms into his demon image of Farduroth. Removing his armor helmet as a taunt to Shadow Man will open the way for his ultimate demise.

OGOU FERAY / OGOFERAEL

Not content to dominate an area within the living world, Ogou Feray has decided to make Deadside his home. This does not sit well with Shadow Man, since he is the Lord of Deadside. Considered the "Zombie Master" by his minions he is nothing more than a pretender to Shadow Man's throne.

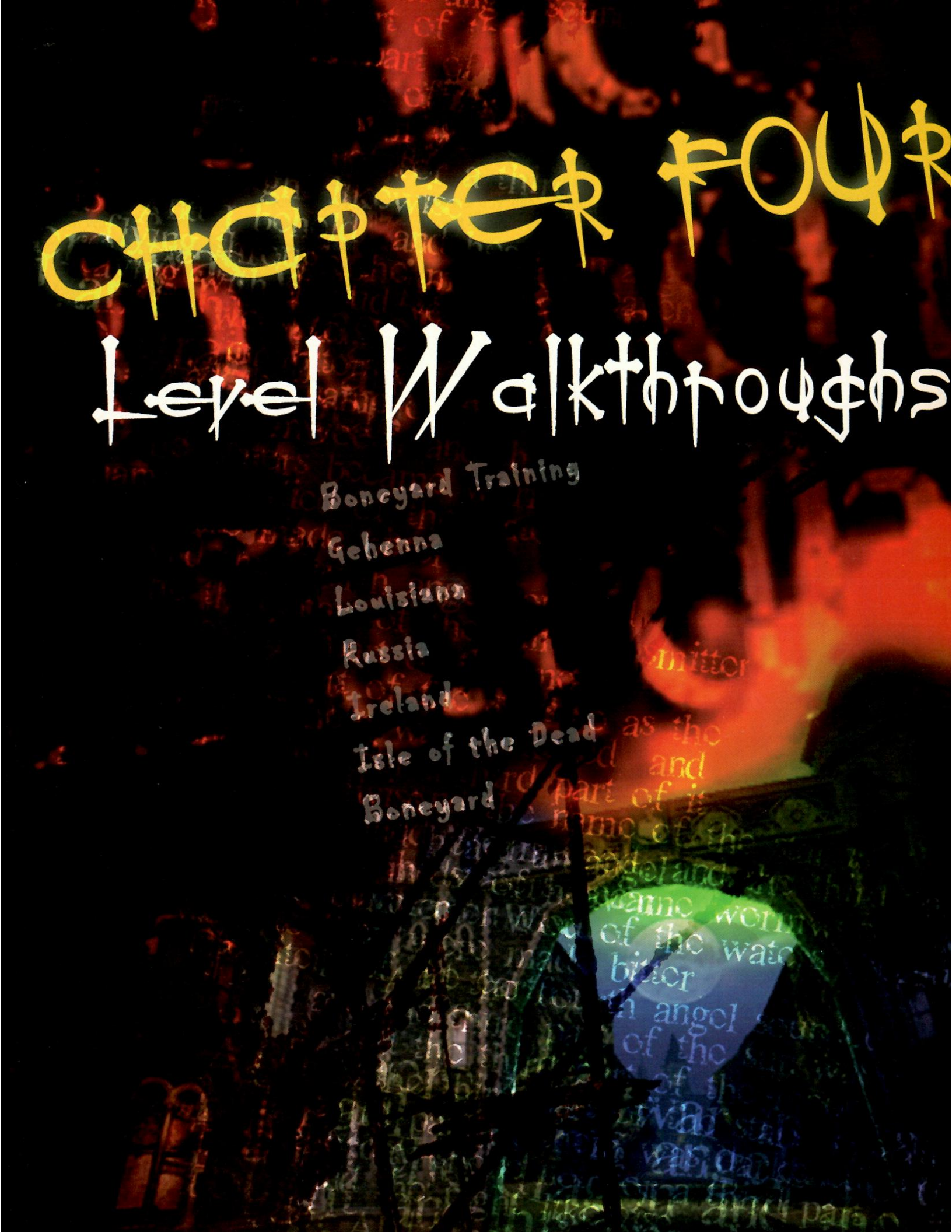
Unlike some of his other Grigori brethren, Ogou Feray is content to leave Shadow Man alone as he progresses through The Isle of the Dead and the Boneyard. However, once Shadow Man discovers his lair, Ogou Feray transforms in the winged demon Ogoferael. On his own, Ogoferael is weak, looking for others to do battle for him.



ASMODEUS

Asmodeus is the ultimate leader of the Grigori. As leader, Asmodeus is the strongest and deadliest enemy Shadow Man will hav to face. In its mortal form, Asmodeus may look fragile, but looks can be deceiving. Beneath this mortal appearance lies a tremendous, powerful fanged demon.

In his final confrontation of the game, Shadow Man will have to enter The Pi and go one-on-one with Asmodeus... not an easy task at all. In order to bri Asmodeus to its knees and end the evil plan to take over the worlds of Liveside and Deadside, Shadow Man will have to use all of his acquired knowledge and weaponry to defeat this abomination once and for all.


Chapter Four
Level Walkthroughs
Boneyard Training
Gehenna
Louisiana
Russia
Ireland
Isle of the Dead
Boneyard

BONEYARD - TRAINING AREA

Welcome to Deadside, the place where everyone, without exception, goes when they die. For the vast majority of souls, it's a one-way trip. Fortunately, you're the Shadow Man... "Walker Between Worlds." As Shadow Man, you are one of the few people who get to step through the Boneyard Gates and still return to the world of the living. To do that, however, requires a key. For Shadow Man, that key is his brother's old teddy bear, which he'll need to recover if he wants to cross over to Liveside.

After climbing out of the pile of bones you will begin your journey through the Boneyard canyons of Deadside. Turn around and head down the path in the only available direction. After a short walk, Shadow Man will spot the teddy bear up on a ledge. From his current location, however, he won't be able to make it up there, so continue down the path.

A short distance ahead, a group of slow-moving zombies will rise up out of the ground. You may be tempted to avoid them and continue on your way, but further down the canyon a metal gate will block your progress until you dispatch all of these lost souls. A few well-placed punches will knock them to the ground. Once they're all are eliminated, the gate will open just enough for Shadow Man to roll underneath.

If you take any damage fighting the undead, the pots nearby contain life energy that Shadow Man can use to heal himself.

The Boneyard Gates are just beyond the now opened passageway. Usually, your friend Jau would be here to open them for you, but he se to be missing. In his place, a group of Deadwo will greet you. You could stay and fight, but si they can fire blasts of energy and all Shadow has are his fists, it wouldn't be wise. Instead, immediately run to the ladder to the left and c up. Remember that when Shadow Man climbs weapons, should he have any, will be holstere and of no use in defending himself against att

Head through the small passageway at the to the ladder. At the other end there is a rope suspended across the path where you elimina the zombies. Stand under the rope and jump to make Shadow Man automatically grab on. Cro the path, hand over hand, and drop down on t other side.

Through the next passage, and past a few more zombies, Shadow Man will reach a deep pool. Jump from ledge to ledge, but make sure to stop and press the switch on the second one. This switch opens a gate that you'll have to pass through later on. Don't miss the single cadeaux in the bottom of the pool, either. Cadeaux will come in handy as you collect them throughout the game.

Another short passageway empties out onto a small ledge above the canyon. Jump across to the ledge directly opposite. The Teddy Bear waits just around the corner. Grab the Teddy Bear. At this point, you can access Level 1 (Louisiana) by selecting the Tool Box, then selecting the Teddy Bear from your on-screen menu.

LEVEL 1 ⋋ LOUISIANA

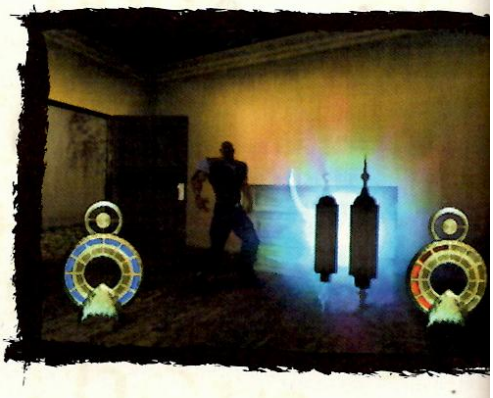
As Shadow Man begins his quest to locate the missing Jaunty, and rid Liveside and Deadside of the evil Grigori that threaten the human race, he will start at the Wild at Heart tavern in New Orleans, Louisiana.

Scattered throughout the walkthrough text you'll find numbers, i.e. (1). These numbers have a corresponding number on your level map. These numbers indicate the areas on the specific maps where the action is taking place.

Louisiana is where you'll find the Hountfort Church, Nettie's home. It's also home to another powerful voodoo practitioner, Papa Morte. Morte is no ordinary Bokor. In actuality he is Morteth, one of the evil Grigori... The first that Shadow Man will have to eliminate in order to proceed to the next level.

Shadow Man's first stop in Louisiana is the Wild at Heart. Normally, if he were not guarding the Boneyard Gate, Jaunty would be here. Instead, a trio of thugs sent by Papa Morte are there waiting to jump you (1). Shadow Man might be outnumbered, but the thugs are weak and a few punches will knock them out.

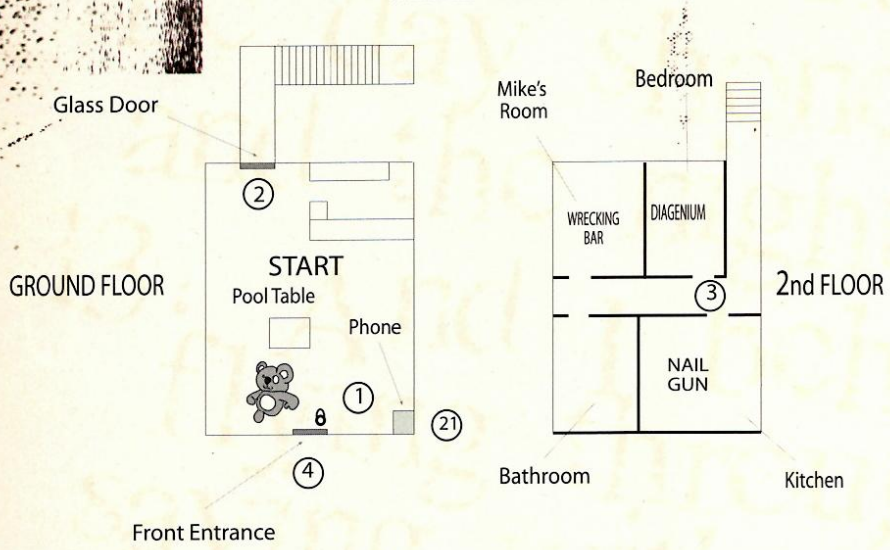
Since the front door to the bar was locked by o of the thugs, Shadow Man must head upstairs through the now-open back door. The rooms upstairs contain your first weapons: the Wreck Bar and the Nail Gun. In addition you'll also fin the Diagenium, a very useful map (3).



TIPS FROM THE SHADOWMASTER...
There are no items in the bathroom, but if you jus can't hold it in any longer, please feel free to use the toilet.

With the Wrecking Bar, you can break open the padlock on the front door, or bust out through t windows (4). Next stop... The Hountfort Churc where Shadow Man can hopefully get some answers from Nettie.

THE WILD AT HEART BAR



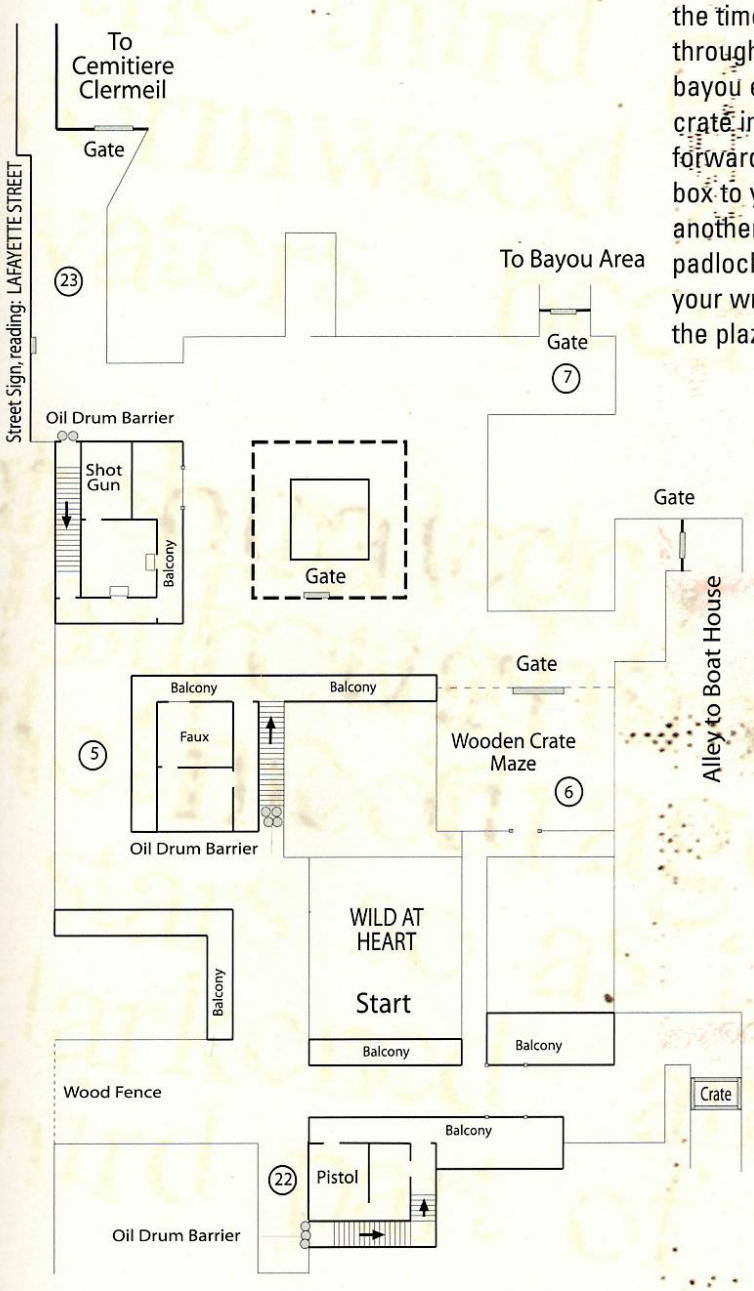
After dealing with the three goons, a fourth will break through the glass door in the back of the room (2). This one is armed, but will go down just as easily as his friends.

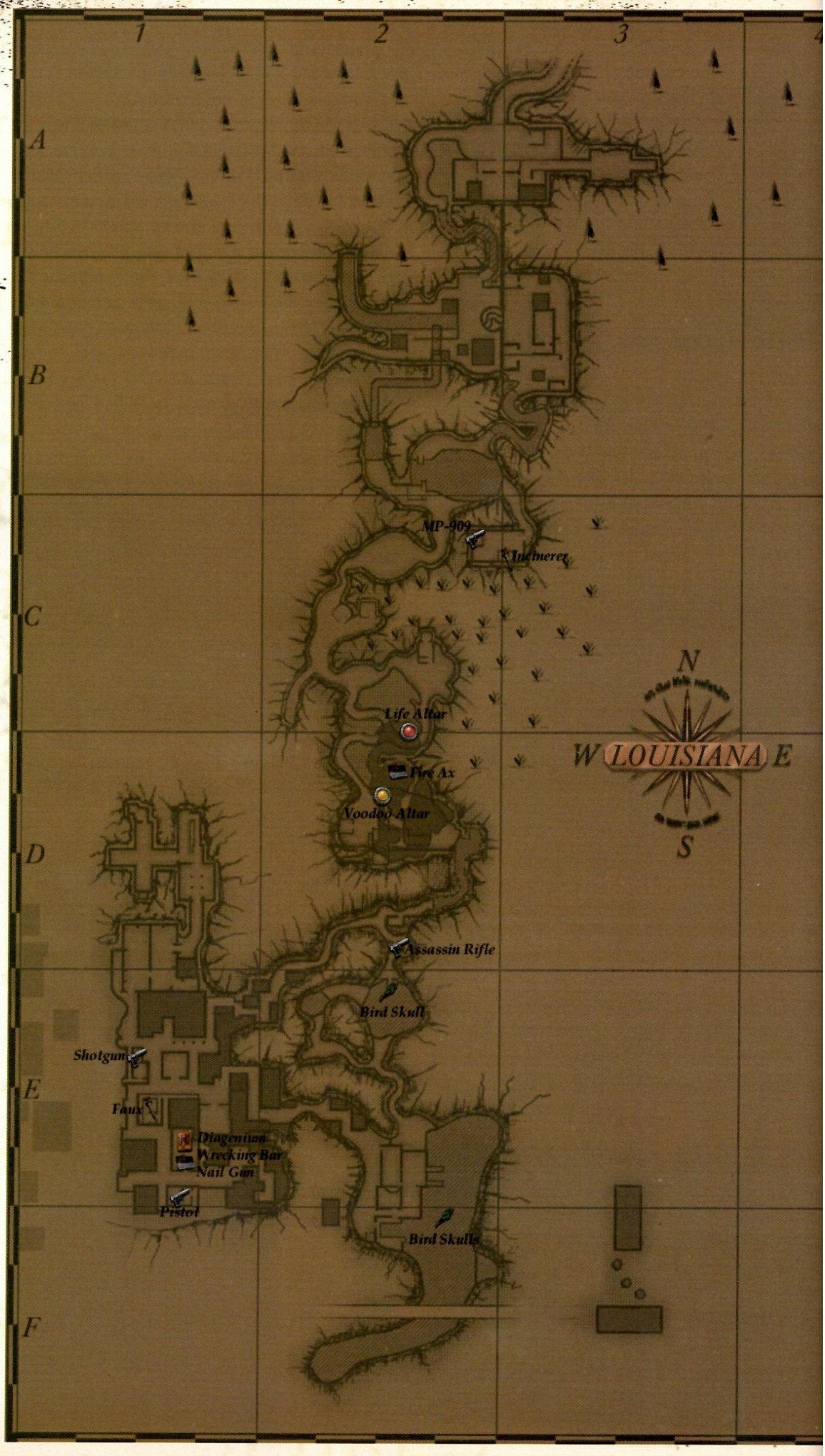
Walkthrough

More of Morte's thugs wander the streets between the bar and the bayou. Watch your step, and don't be afraid to run if you get outnumbered (5). However, it's a good idea to take out as many of these bad guys as you can because most of these street thugs drop health, which should be enough to keep you on your feet until you can get to the church.

Turn to the left after exiting the bar and head into the alley straight ahead. As Mike, you can push the box to the right and find a Cadeaux behind it.

If you don't feel like taking on a gang of thugs, there's a shortcut through a narrow alley on the side of the Wild at Heart, provided you're Mike at the time (6). Push the crates out of the way to get through the storage yard and very near to the bayou entrance. Another Cadeaux sits behind a crate in the storage yard. Push the first box forward, then the box to your right, and finally the box to your left to reach it. Continue to push another series of boxes to make your way to the padlocked gate on the other side of the area. Use your wrecking bar to open it. You'll find yourself in the plaza.

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Life Altar
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Voodoo Altar
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S
Assassin Rifle
Bird Skull
Shotgun
Faux
Diagenium
Wrecking Bar
Nail Gun
Pistol
Bird Skulls

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Sigil
Dark Sepulchre I
Pocket Watch
Dark Sepulchre II
Recreant Vault
Morteth
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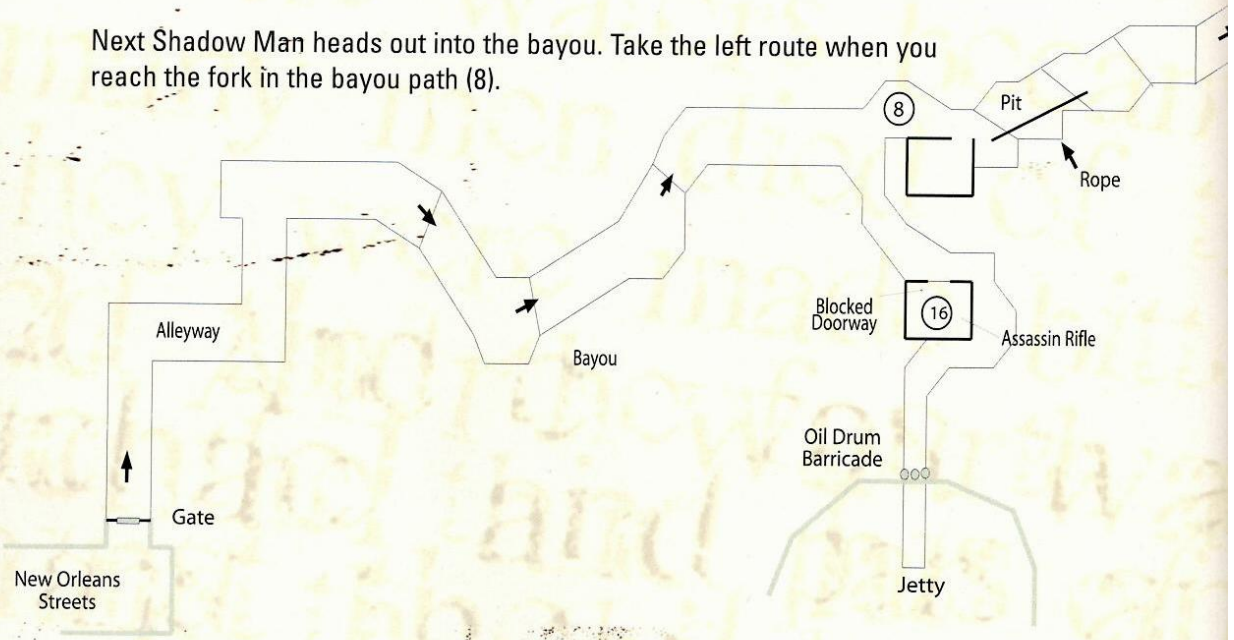
S

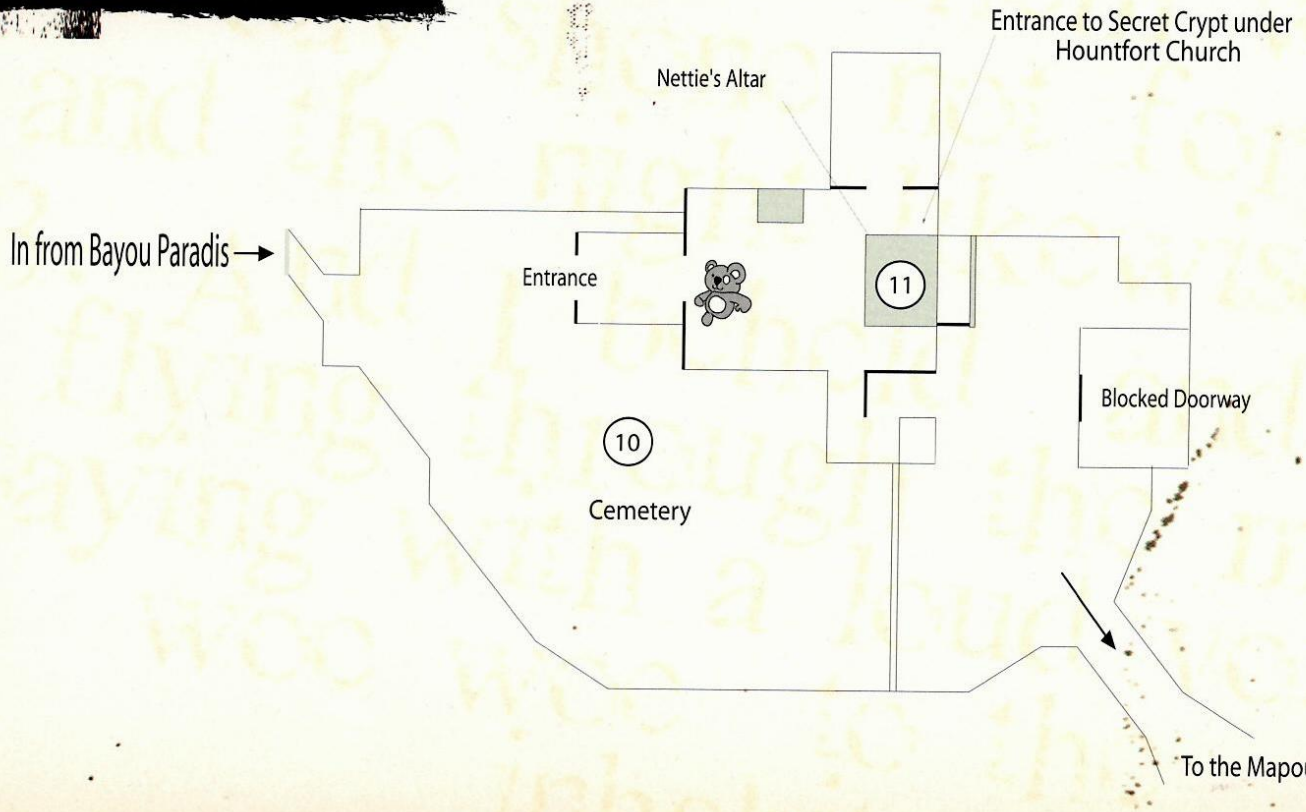
Follow the streets until you reach the plaza. The gate to the bayou is off the opposite corner (7). Open it with the Wrecking Bar. There are a number of other places throughout the streets and buildings of New Orleans to pick up weapons and items. However for now, you'll have to collect some additional inventory in order to access these areas. Once you're armed and dangerous, you'll need to come back and explore…

Next Shadow Man heads out into the bayou. Take the left route when you reach the fork in the bayou path (8).



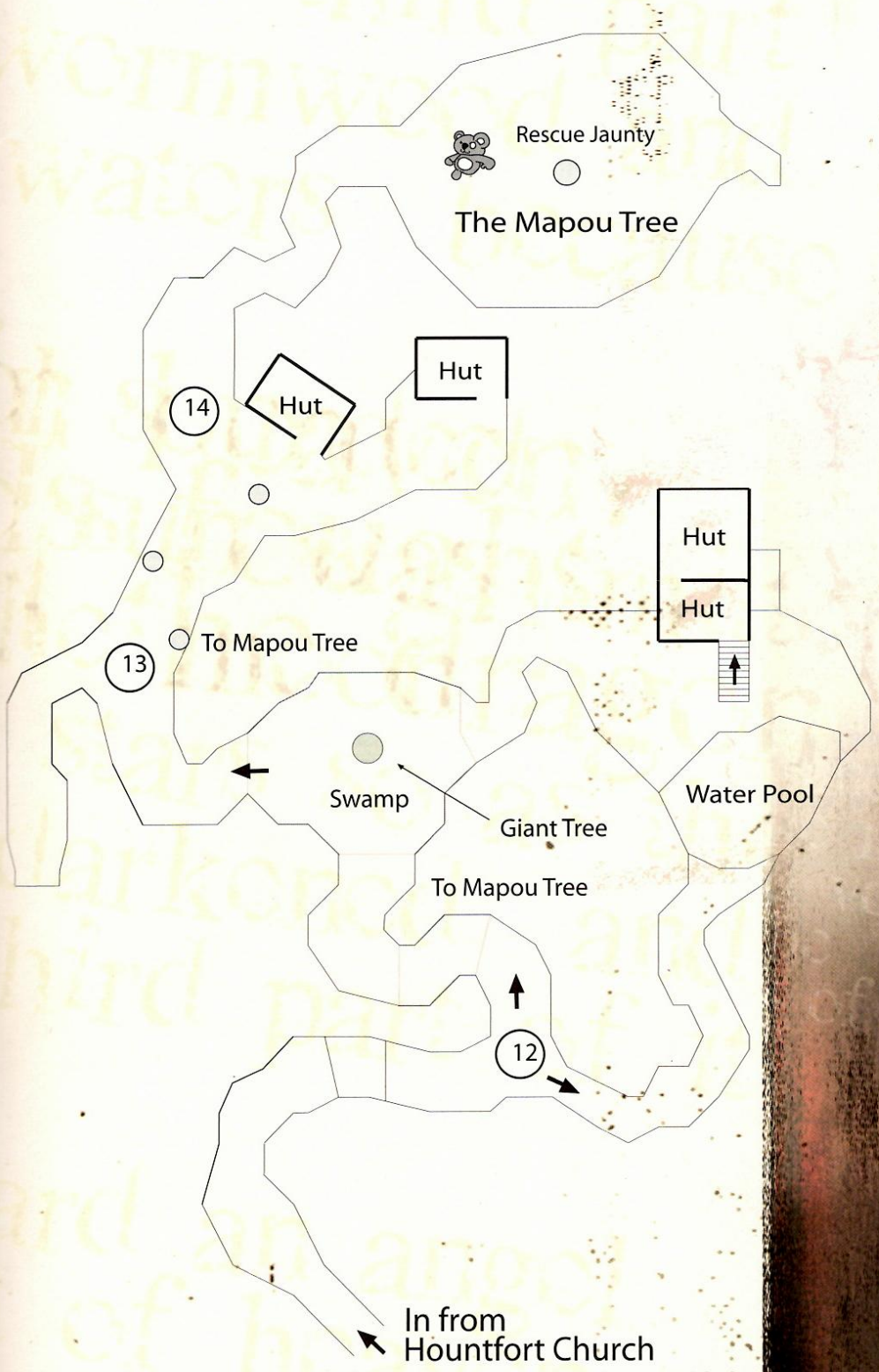
If you played the first Shadow Man game, you might recognize the cave leading up to the church (9). The last ledge requires you to jump and grab the right side, then shimmy over to the left until you can climb up.

During the daytime, the cemetery outside the church is filled with Nettie's faithful dogs (10). They'll leave you alone as long as you don't at one of them. At night, zombies rise out of the graves. There's not much point to fighting them when you can just hurry into the church. There Cadeaux in the large tomb here, but you'll nee the grenade launcher to get to it.



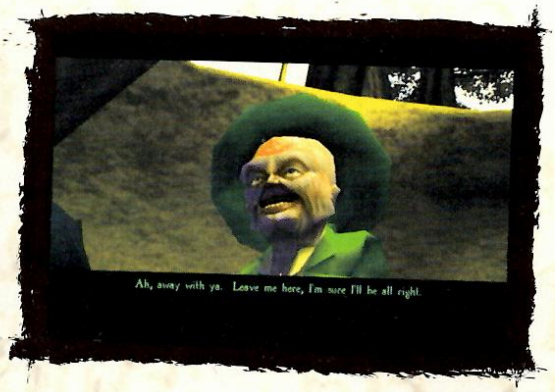
Inside the church, Shadow Man finally meets up with Nettie and gets some information about Morte (11). You also reach a Teddy Bear Save Point here. It seems that Papa Morte has kidnapped Jaunty, so you'll have to go into his territory to get him back. Nettie gives Shadow Man the machete, which is a more useful weapon than the wrecking bar.

Leave the church through the back door and follow the path deeper into the bayou. At the fork in the path, head left (12). Both paths lead to Jaunty, but the left is shorter. The right fork leads to a shack with a pair of crates in it. One of the crates contains a Cadeaux, but you'll need the Fire Ax to get it.



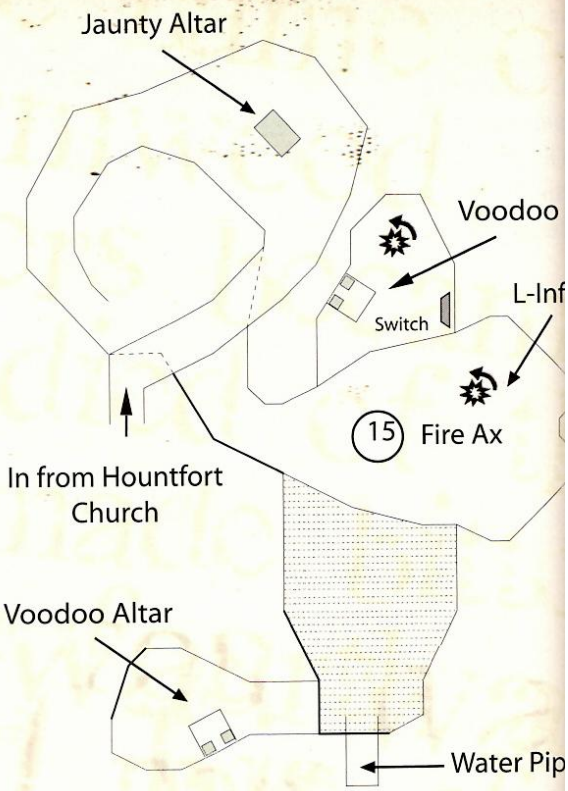
Morte's territory is swarming with thugs, and many of them are armed with guns (13). Use the trees as cover to lure them closer, then attack before they can fire.

Take the path to the west out of the pond and fight past the thugs to the passage on the left past the shack (14). Upon reaching the clearing you'll receive another Teddy Bear Save Point. Jaunty is swinging from the Mapou Tree in the clearing. Prepare to get an earful from Jaunty before you're sent back to Hountfort Church.



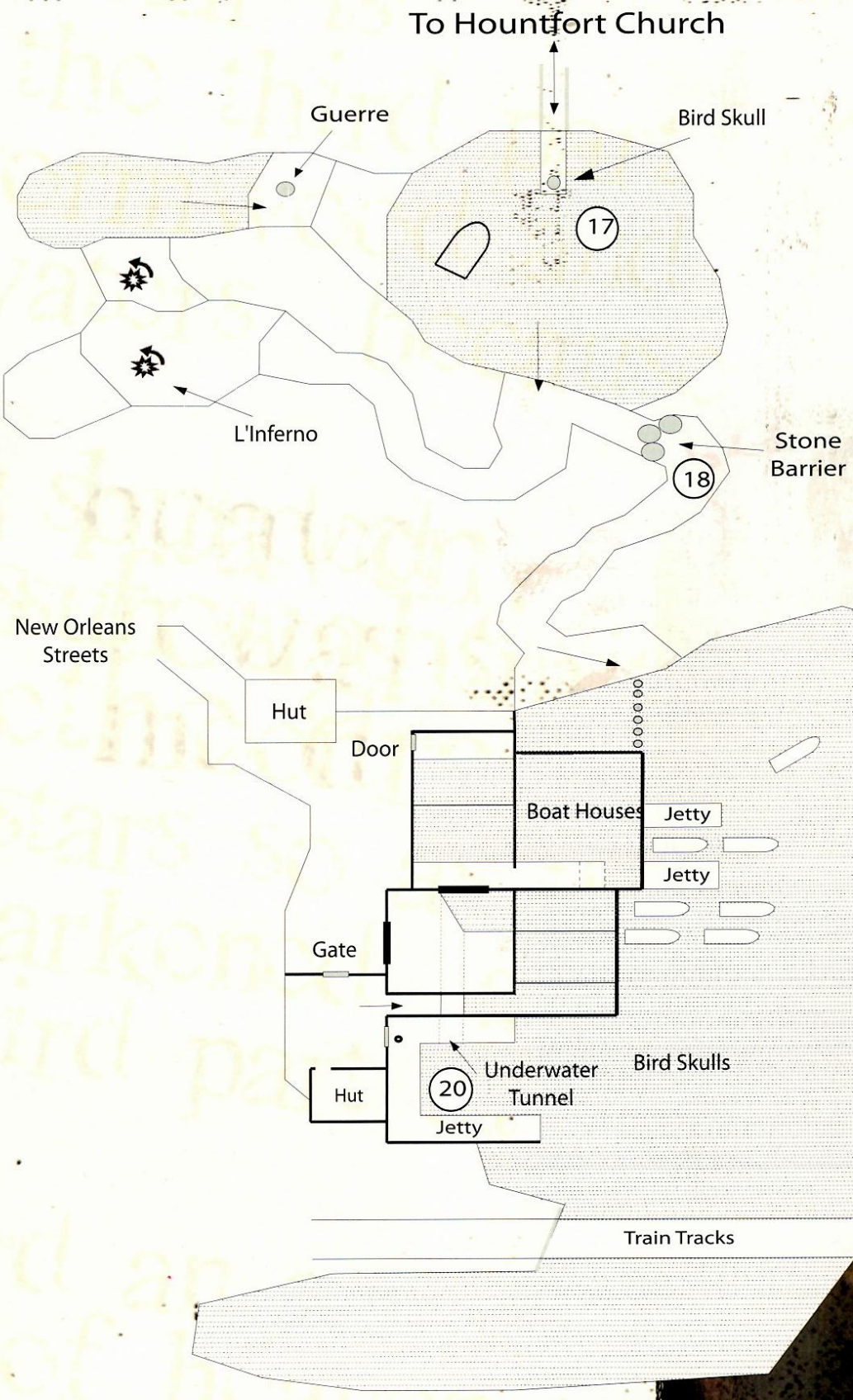
TIPS FROM THE SHADOWMASTER...
A lone crate in the back of a dead-end passage near the pool holds a Cadeaux. Come back here with the Fire Ax to claim it. In addition, the shacks before the Mapou Tree contain two Cadeaux sealed in wooden crates. Get them with the Ax also.

After meeting with Nettie again, she'll give you the Gourd, and the floor will open up, revealing the way to Nettie's secret sanctum. Drop down into the main chamber, then head through the lower passage to find the Fire Ax on a pile of boulders (15). Now you can break open the wooden crates lying around Louisiana. Many of them contain health and ammo. Now that you have the ax, you can break down the boards blocking a Cadeaux in Nettie's backyard. In addition, there are two Voodoo Altars and a switch located in this area, however you'll need to collect the L'Inferno before you can access them.



Shadow Man must collect bird skulls to help Nettie break Jaunty's trance. A skeleton bird fli out of the belfry when you leave the church through the front. You'll need to collect ten skul from these birds. Follow it back to the fork in th bayou path and take the other branch this time Tear down the planks on the shack nearby to g the Assassin Rifle (16). Use the rifle to shoot th barrels behind the shack. Make sure you're no too close, though! They'll explode when hit.

The first bird skull is lying on the small dock (17 The rest won't be as easy to find. Next, shoot t barrel by the base of the rocks to open up the cave. A bird will fly out when you approach (18 Use the rifle to shoot it down and get another skull. There is also a path to the right that lead some Voodoo Magic. But, once again, you'll ha to wait until you have the L'Inferno to reach it.


To Hountfort Church
Guerre
Bird Skull
17
L'Inferno
Stone Barrier
18
New Orleans Streets
Hut
Door
19
Boat Houses
Jetty
Jetty
Gate
Underwater Tunnel
Bird Skulls
Hut
20
Jetty
Train Tracks

There are ten skeleton birds flying around above the lake! Use the rifle to take down as many as you need (19). Some of them are lurking in a small clearing on the other side of the train tracks. The water is filled with crocs, so you might want to take them out with the sniper rifle before taking a dip. Also, there are two Cadeaux in crates on the dock. Jump onto the boat as it floats by to get over to them.

If you're collecting the bird skulls as Mike, be sure to watch his breath meter while he's swimming underwater to grab the ones that fall in the lake. An underwater pipe below the boathouses leads to a single bird skull in a hidden room (20).

TIPS FROM THE SHADOWMASTER...

You can open a shortcut back to the city by opening the padlocked door on the far end of the lake by the jetty, swimming through the flooded building, breaking open the locked door back outside, then opening the gates leading to the docks and the plaza.

Once you have enough bird skulls, Teddy Bear back to the church. Nettie will do what she can for Jaunty, then send you to contact Thomas Deacon, someone who knows more about Papa Morte (21). To contact him, you'll find yourself back in the Wild at Heart. Deacon will instruct Shadow Man to go to the Cemitiere Clermeil and "Take your place among the angels." However, prior to running off to Lafayette Street, it's time use your newly acquired weapons to gain entry previously inaccessible areas.

Now that you have the rifle, you can open the v to a gun that's easier to use. Outside the Wild a Heart, shoot out the barrels blocking a door in a alley across the street (22). At the top of the sta destroy the crates and go through the door into the second room. You'll have to be Mike to pusl this crate, revealing the Pistol.

Around the corner from the bar, you can shoot another stack of barrels to reveal a staircase. Climb up and head through the apartment on th left to find the Faux, a powerful voodoo weapor

The cemetery where Deacon hides out is off Lafayette Street (23). Follow the road back to th plaza. Lafayette Street is off the northwest corr

Before heading into the cemetery Shadow Mar should pick up the Shotgun. To get the Shotgun you'll have to open a door from the balcony nea the Faux. From there, you can shoot open the lo on the door to the left of the fenced in statue.

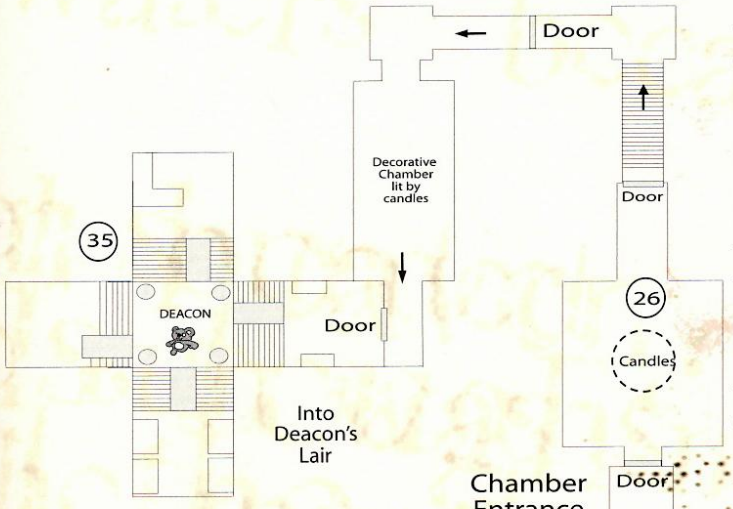
On Lafayette Street, destroy the barrels with ar gun from a safe distance. Climb up the stairs a go out onto the balcony through the door you s

open earlier. To get into the apartment, use Mike to push the large crate into the room. The Shotgun is in the second room.

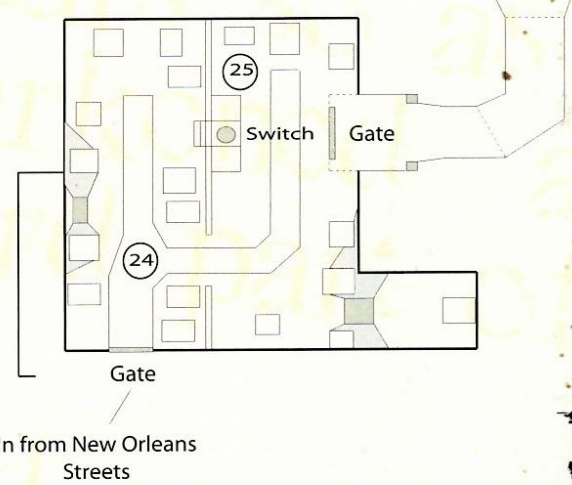
From the balcony outside the Shotgun room, you can jump into the fenced area in the middle of the plaza. In addition to health and ammo, one of the crates holds a Cadeaux.

Just like Nettie's graveyard, the cemetery contains zombies at night and dogs during the day (24). In the second part of the cemetery, a Cadeaux is tucked behind an outcropping in a small alcove.

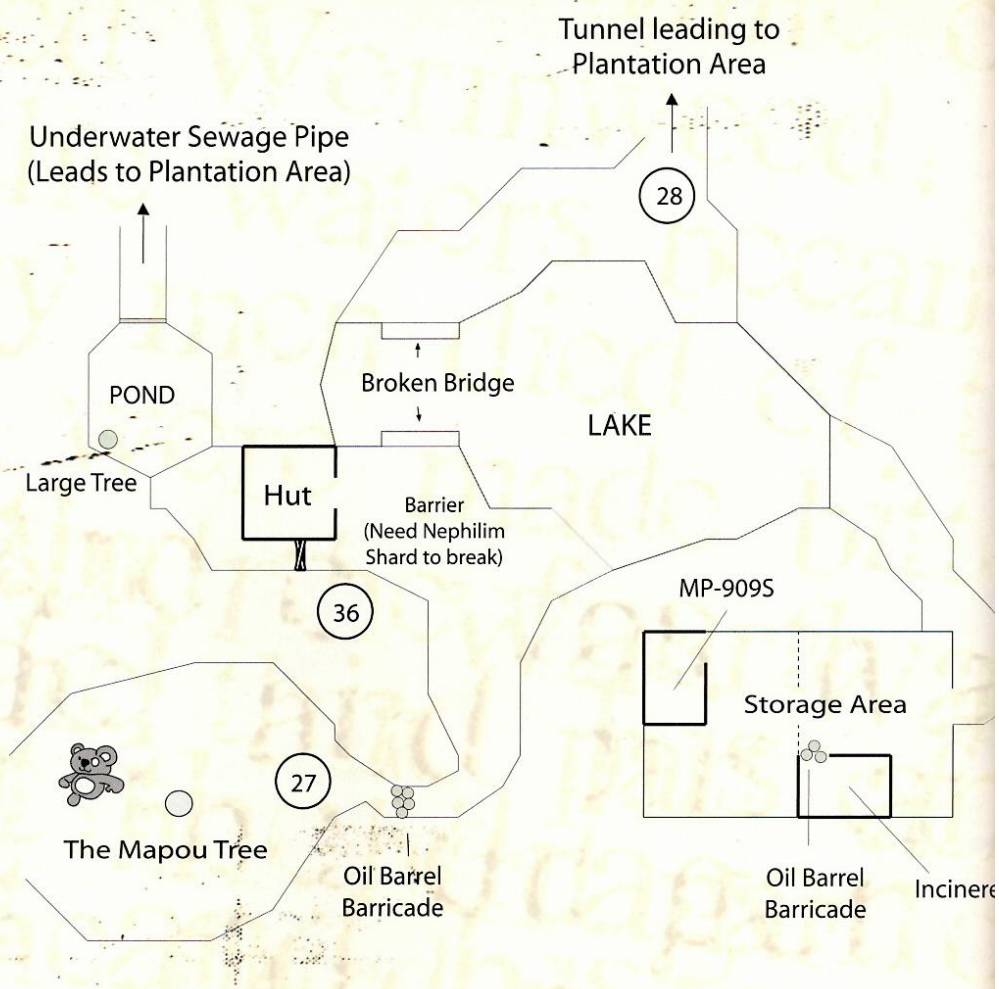
Upon entering the crypt you'll receive a Teddy Bear Save Point. Deacon is a little suspicious of Shadow Man at first, but eventually opens up and reveals the truth about Morte. It turns out he's a Grigori demon, one of many that Shadow Man will have to defeat. After showing him a Sigil, Deacon sends Shadow Man to retrieve another from Morte's stronghold on a nearby plantation. Once the cutscene has ended, it will begin to rain. This raises the water level in a lake beyond the Mapou Tree, allowing Shadow Man to reach the other side. However, before leaving the crypt, use Mike to push aside a large stone blocking a staircase. At the top is another Cadeaux.



The route to the plantation is from the Mapou Tree. The fastest way back to the Mapou Tree is with the Teddy Bear. Warp there and use a gun to destroy the barrels at the end of the clearing (27). With the water level raised, you can swim across the lake to get to the cave on the other side. Note there is a blocked path to the left of the shack at the lake. You'll have to return here later to get through. Jump into the pool of water inside the cave and swim down through a passageway to emerge just outside the plantation (28).

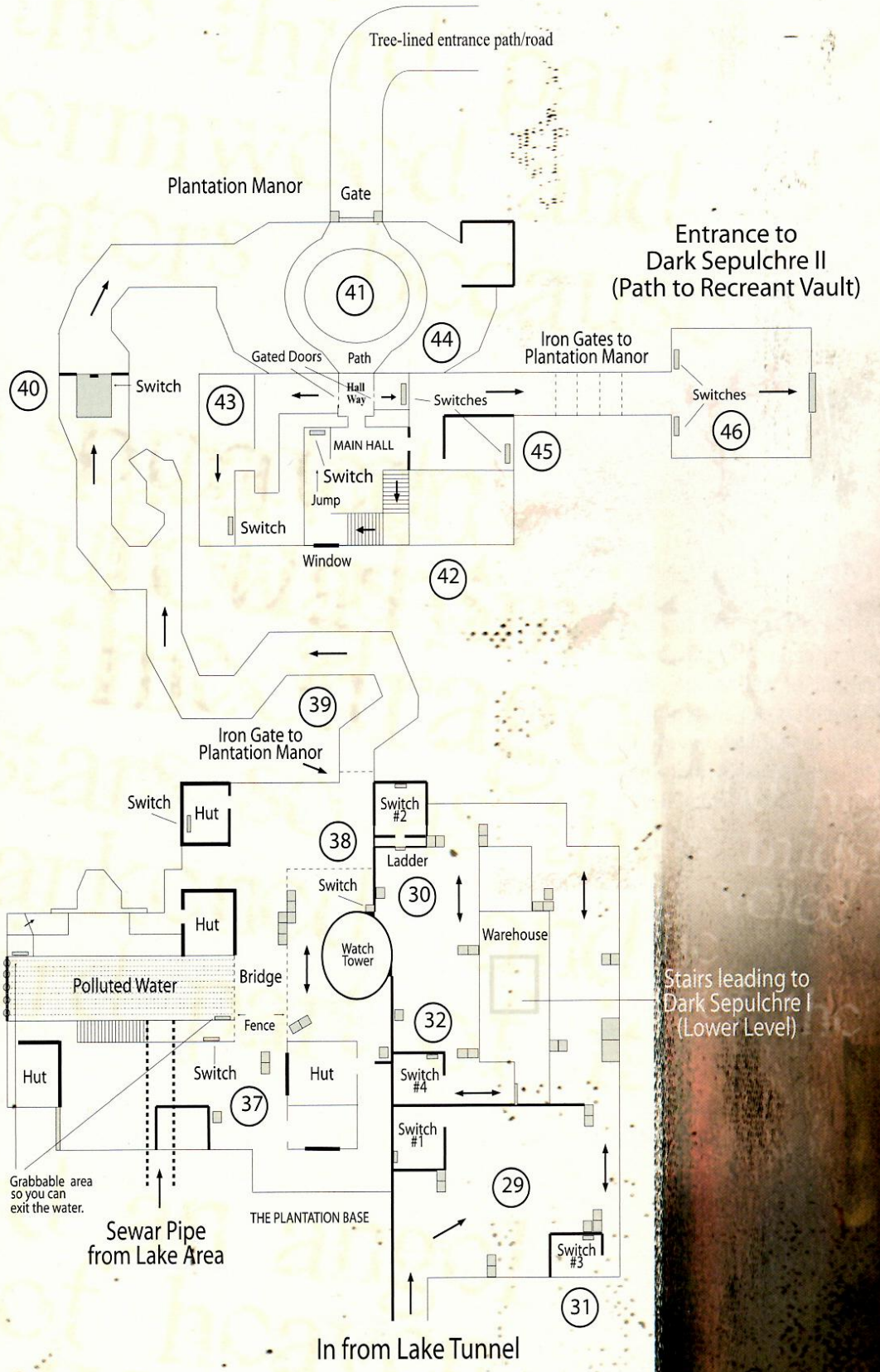


Deacon told Shadow Man to take his place among the angels. Fortunately, there is a pair of angel statues in the second half of the cemetery (25). Jump up onto the pedestal between them to solve the riddle and open the way to Deacon's secret crypt. Head down into the hideout through a series of tombs collecting pick-ups along the way (26).



TIPS FROM THE SHADOWMASTER…Swim to a path on the right side of the lake to find a small fenced-in area. Break off the boards blocking the door, and then shoot your way past enemies and barrels to find two powerful weapons, the voodoo Incinerer and the MP-9098.

The plantation is heavily guarded. Thugs armed with pistols patrol the area and steel doors bar the way through (29). You'll have to eliminate the guards while destroying the fuse boxes that control the doors.

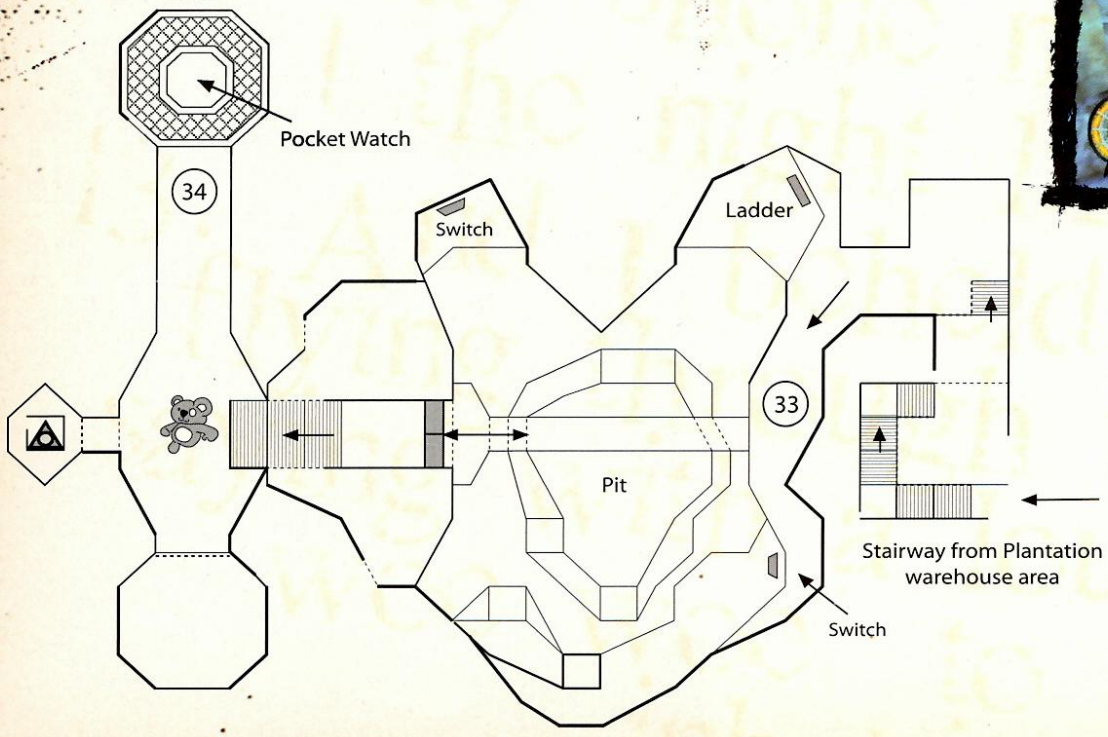


The first fuse box is located in the guardhouse just ahead of the plantation entrance. The second fuse box is in an elevated room on the other side of the main building (30). Climb up the ladder to reach it. Destroying it opens the first of two gates for the main building, as well as another fuse box room. Now head back toward the beginning of the plantation to find the third fuse box in a room tucked in the corner of the plantation yard at the end of a narrow path (31). The final fuse is in a room near the main building entrance (32). Destroy it to open up the last gate.

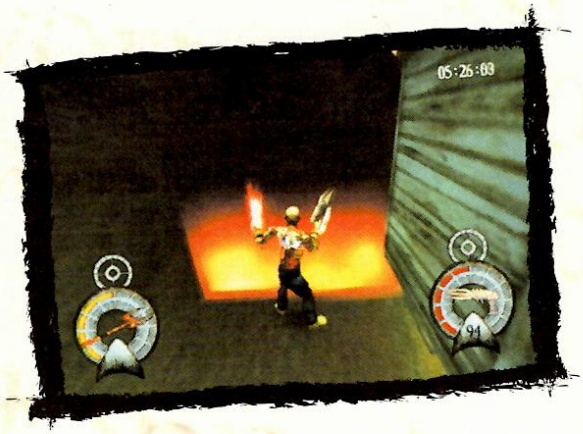
Enter the main building and descend into the caves beneath (33). A rickety bridge crosses a croc pit and leads to a large, foreboding door. To open it, climb down into the lower area and find the two switches on either side of the pit. Once the second switch is pulled, a group of flying Shhedrim will attack. Climb out of the pit and cross the bridge to enter Morte's Dark Sepulchre I. Upon entering, you'll receive a Teddy Bear Save Point.

Two of the three gates in the Dark Sepulchre closed, so the only way to go is right (34). At end of the passage you'll find Shadow Man's Pocket Watch. When you grab it, the exit is closed off and a Basalith is released. Elimina to open the gate blocking the Sigil you were here to find. The room the Basalith came out contains a Cadeaux hidden in a pot. With the Pocket Watch in your inventory you now hav ability to play as either Mike or Shadow Man depending on your needs.

With the Sigil in hand, warp back to Deacon' crypt to deliver it to him (35). After revealing about the Grigori, Deacon will give Shadow M the Codex, both Sigils, and a powerful weapo called the Nephilim Shard. Now it's back to t Mapou Tree to get into the other side of the plantation and the rest of Morte's Dark Sepul



With the Nephilim Shard, you can break down the web-like gate next to the shed at the lake outside the plantation (36). The underwater pipe on the other side is too long for Mike to swim through without drowning, so use the Pocket Watch to change to Shadow Man if you need to. While swimming through the pipe, dodge the spinning blades to avoid being diced to pieces. A single Cadeaux sits out in the open in the middle of the pipe.



After emerging on the other end of the pipe, you'll be back inside the plantation. Swim to the surface and turn around. You can climb out of the water at a lowered step nearby. Be wary of armed thugs throughout the area as you search for another set of switches. The first switch should be right in front of you (37). This opens up the door to the watchtower.

TIPS FROM THE SHADOWMASTER...
Be careful using guns in the plantation. Stacks of barrels will explode when shot, causing massive damage to anyone nearby, including Shadow Man.

Head up the stairs and follow along the path until it branches to the left and right. Turn right and go around the hut. The watchtower is ahead. Now that the watchtower door is open, you can destroy another switch inside to open a shortcut to the first half of the plantation... an area you've visited earlier. However, you should be more concerned with the switch hidden behind the tower (38). This one opens up the door in a hut back on the other side of the fence. Return to the fork in the path and take the other branch. The hut is on the left. Pull the lever to open the path to the manor (39).

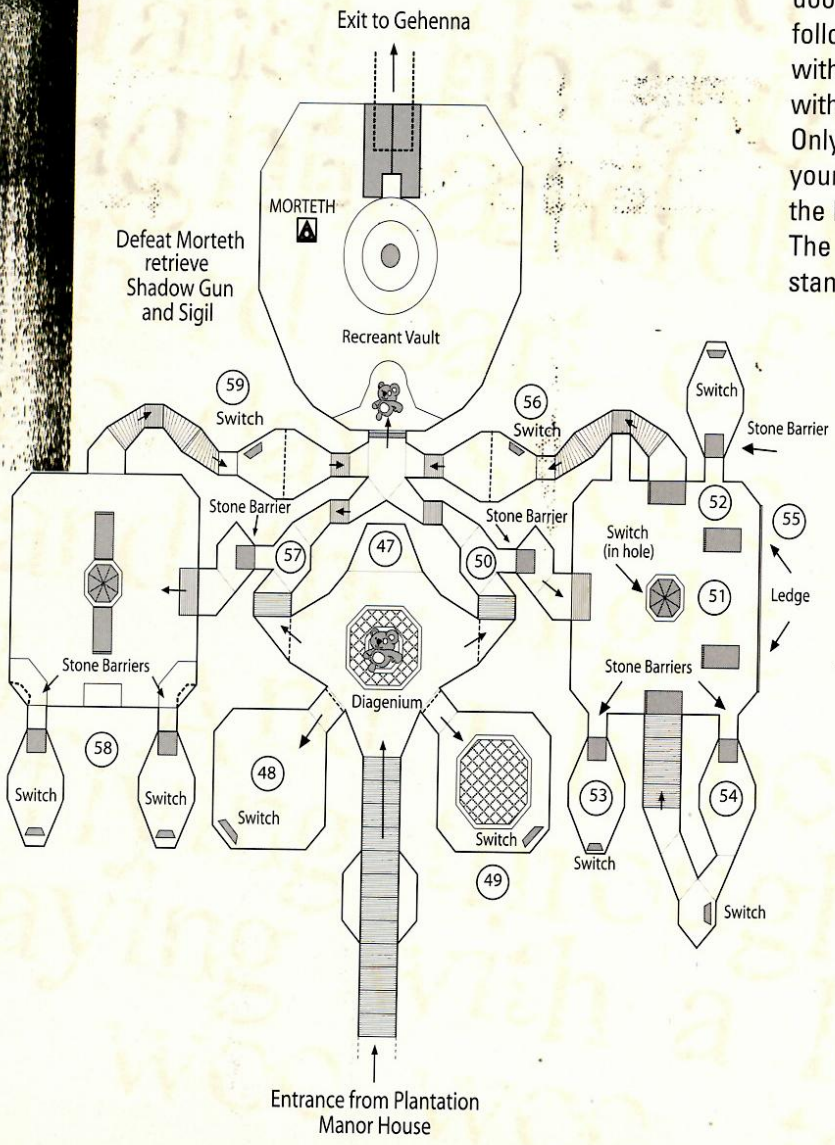
Halfway down the plantation path is a freight elevator. Jump inside and pull the lever (40) to ride it up. As you approach the front of the manor a Basilith will attack (41). Dispatch it and enter the manor through the front doors.

Once inside, head into the main room and climb the stairs. Jump across the broken floor and pull the switch on the other side (42). It opens a gate by the front door and one of the four blocking Morte's Dark Sepulchre II entrance. As soon as you pull the switch a group of Shhedrim attack, so be ready to fight. Go through the now-opened gate by the doors and into the side room of the manor. Another switch in this room (43) opens the other gate by the front entrance.

The switch in this room (44) opens the gate blocking the switch that opens the last gate to Dark Sepulchre II (45). Now it's time for Shadow Man to fight his way into the Dark Sepulchre. As you

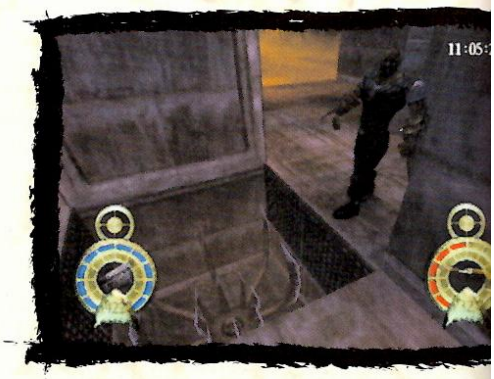
proceed down the corridor be prepared to engage a number of Basiliths along the way. Enter the now-opened room and pull the two switches located on either side on the doorway to open the Dark Sepulchre entrance (46). Stock up on health and ammo by breaking the nearby pots before you head down.

As soon as you enter Morte's Dark Sepulchre II you will receive a Teddy Bear Save Point and a Basilith will attack (47). Defeating it opens two of the four gates. It also gives Shadow Man the Diagenium for the Dark Sepulchre. Entering the room to the left of the stairs causes the gate to shut behind you (48). A group of Basiliths and Shhedrim will immediately attack. Avoid the spinning blades in the center of the room as you fight, then pull the switch on the wall. Do the same in the room to the right of the stairs (49) to open the other two gates in the center room.



TIPS FROM THE SHADOWMASTER...
Many of the switches in the Dark Sepulchre rel
Abbadrim: large abominations with clawed han
Be prepared to fight while solving the puzzles.

With the last of the two doors now open, you h the choice of two large puzzle rooms that will need to be completed in order to open the way Morteth's chamber. First, head through the doorway on the right side of the main room, following the path to the spinning blades. Walk with the blades and step into the small hallway with the block at the end of it (50). Remember... Only Mike LeRoi can move these blocks so use your Pocket Watch if necessary. Use Mike to p the block forward, then quickly jump to the righ The grate beneath you opens up onto spikes if stand on it too long.



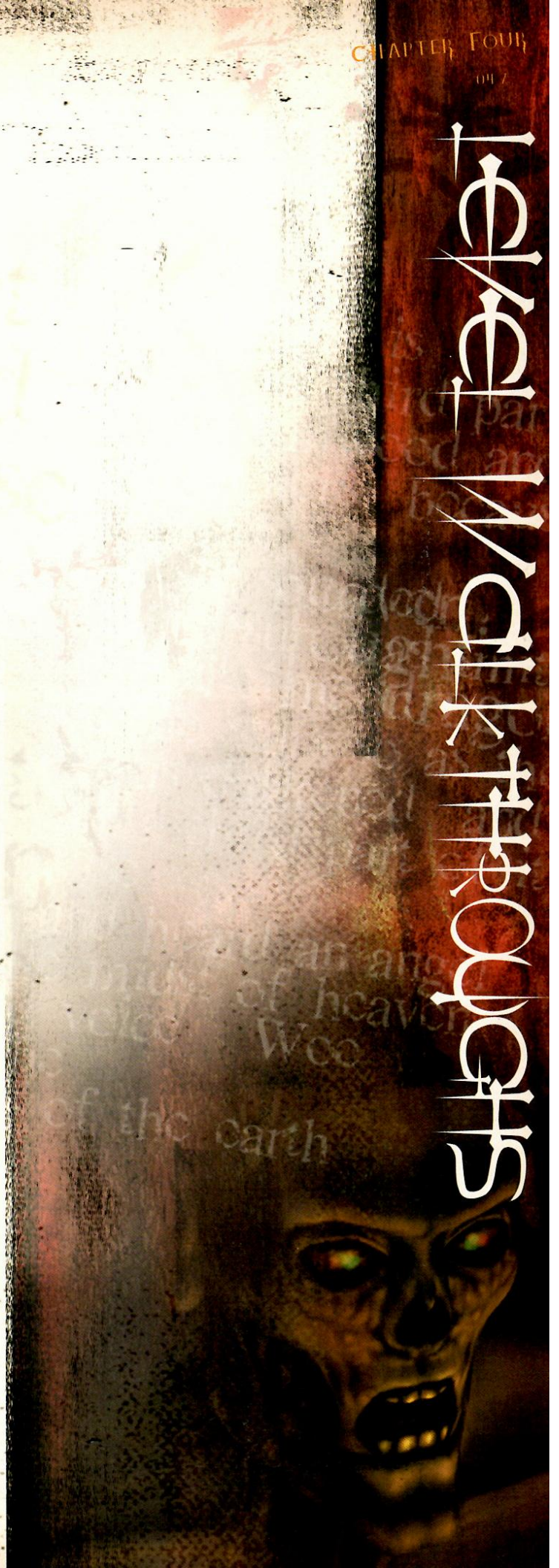
Enter the large room beyond the block. There are four switches that raise the fou sunken platforms that Shadow Man will need to cross. The first is in the central pi (51). Drop inside; step on the floor switch, and climb out. The second switch is locat behind a stone block next to the platform you just raised (52). Leave the small room and push the block to the far right (53) to find the third switch. The last block, when pushed aside, reveals a staircase leading up to the now-raised platforms. Don't forg

to pull the fourth switch on the way up (54). At the top, jump to the platform to the right. From there, jump toward the wall to catch onto a small ledge (55). Shimmy to the left then jump backward onto the third platform. A final hop brings you to a passage leading to one of the two switches that open Morteth's lair (56).

Return to the main room and enter the hallway leading to the second puzzle room to the left of the Dark Sepulchre entrance. Once again, you'll have to squeeze around another set of spinning blades. Push the stone block aside (57) and quickly move to the left before the trap door opens and you fall onto the spikes.

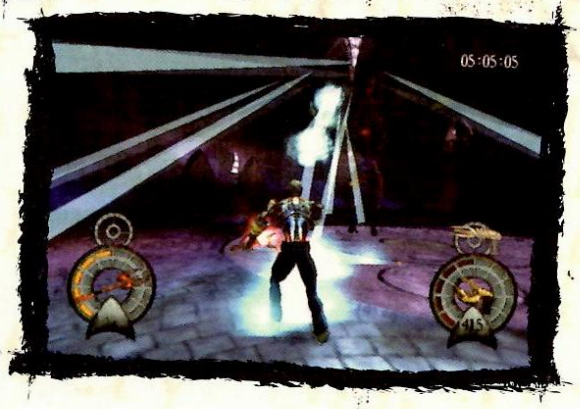
TIPS FROM THE SHADOWMASTER...
Remember... When jumping onto ledges and over long distances, holster your weapons so you can use your hands to grasp the edges of the platforms or ledges.

Whatever you do, don't drop into the center pit! It contains spikes, not a switch. Instead, push the two stone blocks in the wall on the left (58) and flip the switches inside. These raise the two platforms in the puzzle room. Climb up onto the small stationary block and jump to the platforms in either corner of the room to grab the two Cadeaux. Finally, jump onto the first raised pillar. Next jump across to the second, then to the passage leading to the second switch to open Morteth's lair (59).



MORTETH

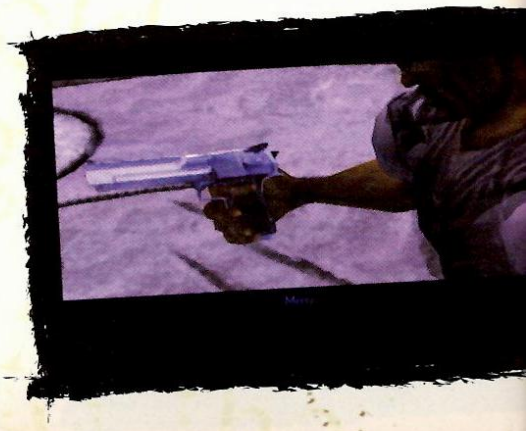
The Voodoo bokor Papa Morte reveals his true form when confronted in his lair, that of a giant demon with a serpentine neck and an arm made out of snakes. His primary attack involves powerful energy blasts. These blasts can be fired in one of three patterns: a strafing line, a scattered shot, or a large single blast. The hardest one to avoid is the scattered shot. Run to the side and roll at the last second and you should avoid most, if not all of the blasts.



His other special attack is a stomp that sends out a shockwave. The best way to avoid it is to keep your distance as much as possible. Throughout the battle, Morteth will beat his wings and take to the air. When he lands, he will most likely do so with a stomp, so don't let him get above you.

At this point in the game, the best weapon to u is the Pistol. The MP909 might seem a better choice, but its low accuracy means you will d less damage in the long run. If you haven't fou any of the other guns by this point, you can us the Assassin Rifle, although it's difficult. Take shot or two then be prepared to holster the gu and roll away from his attacks. Keep the Neph Shard ready to deal the final blow when Morte drops to his knees.

The pots around Morteth's lair contain health ammo to keep you in the fight. Once Morteth is defeated Shadow man will retrieve his Shadov Gun.



LEVEL 2 ~ GEHENNA PART 1

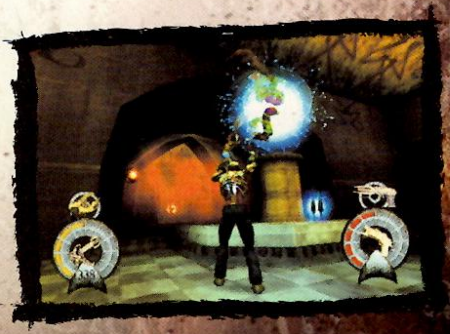
(Main Chamber and Sigil Chambers)

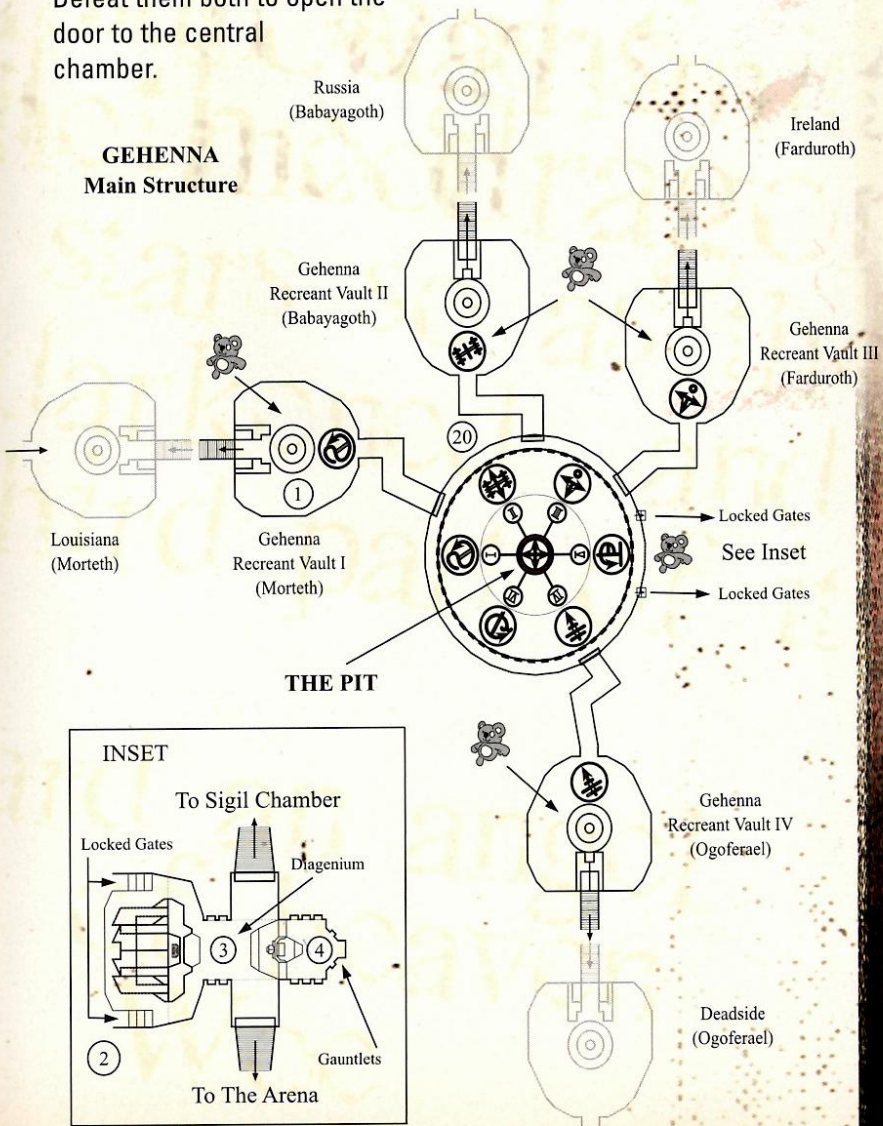
After dispatching Morteth, Shadow Man will use the Codex to open the Grigori Statue leading to Gehenna.

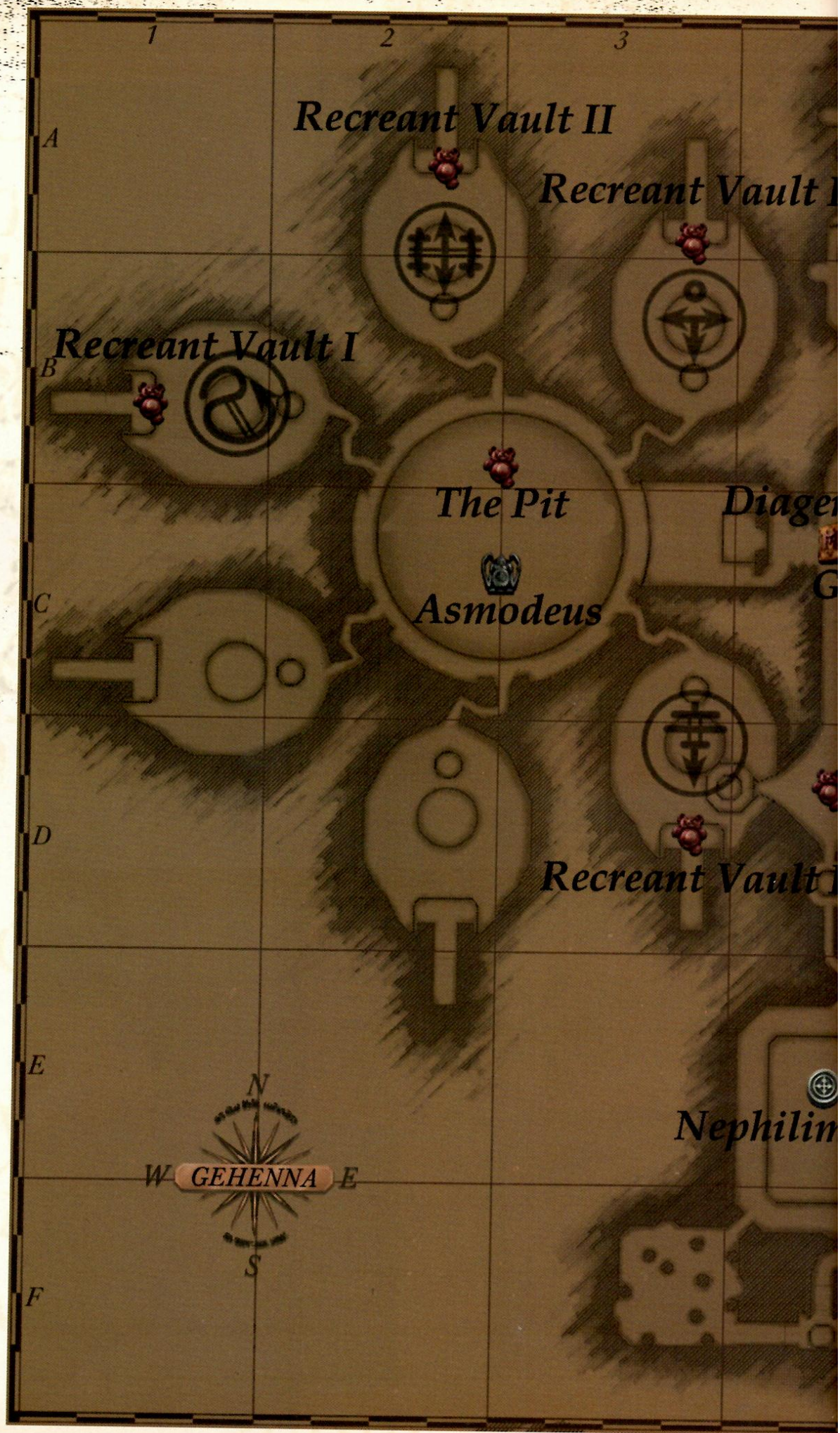
Gehenna is the Grigori's stronghold and acts as the access hub to the various worlds Shadow Man must explore in order to hunt down and destroy the Grigori. The entrances to the worlds are protected by the remainder of Asmodeus' generals. From here, Shadow Man can reach Dark Sepulchres around the world, and even in Deadside, provided he has enough Sigils to activate the Codex for any particular level. In the center chamber is The Pit. Located beneath the floor of the central chamber, The Pit is the prison in which Asmodeus waits impatiently for freedom.

Upon arriving from Morteth's lair and entering the first Recreant Vault, two Abbadrim will appear (1). Defeat them both to open the door to the central chamber.

Inside the central chamber, eliminate the Shhedrim flying around to open the gates on either side of the Asmodeus statue (2). After destroying the Shhedrim, approach the statue. As you near the statue, you will receive a Teddy Bear Save Point. In the room beyond, you will find the Diagenium at the base of a statue. Nearing the statue will cause it to shatter revealing a Behelim. Destroy it and pick up the map at the foot of the pedestal (3). Behind the pedestal, Shadow Man's Gauntlets sit on display (4). Claim them and gain entrance to the Sigil chambers.



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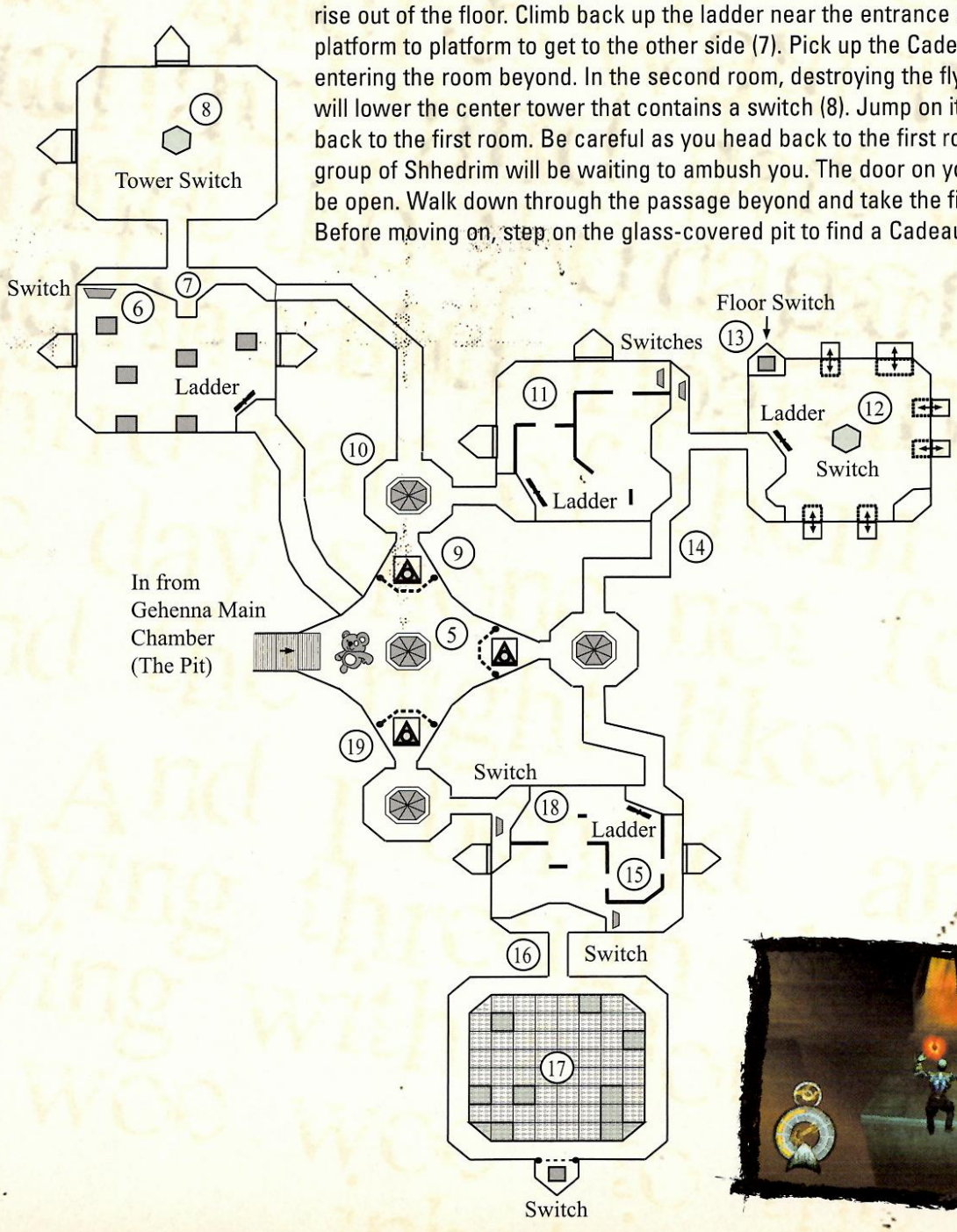
Recreant Vault II
Recreant Vault I
Recreant Vault I
The Pit
Asmodeus
Recreant Vault I
Nephilim
N
W
GEHENNA
E
S

Level Walkthrough

TIPS FROM THE SHADOWMASTER...
The Gauntlets will prove to be a very "handy" tool for Shadow Man... No pun intended! With the Gauntlets, Shadow Man's hand-to-hand destructive combat power is greatly enhanced. In addition, the Gauntlets replace the need for the Fire Ax to break crates and wooden barriers.

Ascend the stairs beyond the opened door to the central area of the Sigil chamber. At the top of the stairs you will receive another Teddy Bear Save Point. You will also have to fight the Abbadrim at the top (5). A gate will open to your left once the Abbadrim has been destroyed. In order to gain access to the three Sigils within the chamber, Shadow Man will have to solve a number of puzzles throughout various rooms located within the chamber.

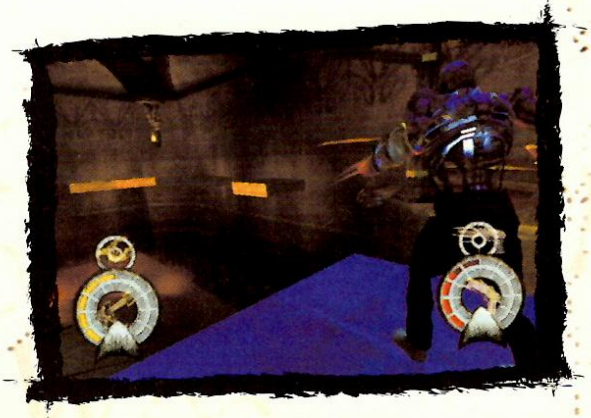
Enter the first room and drop down to the lower level. Defeating the creatures that appear will caus switch to be revealed (6). Claim the Cadeaux in one of the alcoves and pull the switch. Platforms w rise out of the floor. Climb back up the ladder near the entrance and jump f platform to platform to get to the other side (7). Pick up the Cadeaux before entering the room beyond. In the second room, destroying the flying Shhed will lower the center tower that contains a switch (8). Jump on it and head back to the first room. Be careful as you head back to the first room. Anoth group of Shhedrim will be waiting to ambush you. The door on your left will be open. Walk down through the passage beyond and take the first Sigil (9 Before moving on, step on the glass-covered pit to find a Cadeaux beneath



TIPS FROM THE SHADOWMASTER...
Each time a Sigil is recovered in the Sigil chamber, the fence barrier will drop and Shadow Man will have to contend with an Abbadrim attack, so be sure to have enough ammo and health available to defeat the intruder.

From the room with the glass-covered pit, follow the passage to the third large room. Once again, drop down to the lower level to trigger a pair of Shhedrim (11). Shoot them down and the door across the room will open and a switch is revealed. Once the switch is pulled, narrow walkways will rise from the floor. They won't stay up very long though, so hurry back to the ladder by the entrance and run across. Jump into the alcoves on the way to grab two more Cadeaux. If the walkways lower before you can get across, pull the switch again to reactivate them. Once across, the switch on the wall will pull up a ladder, making it much easier to get up and down.

The next room is highly dangerous. Pulling the switch on the center pedestal (12) will cause platforms to appear along the walls of the room. You now have to jump from platform to platform, beginning at the right by the spinning blades. Unfortunately, the platforms will sink back into the wall after a certain amount of time, so you'll have to hurry. Below the platforms are spike pits, making the jumps even more dangerous.



Once you reach the other side, step on the floor switch (13) and grab the Cadeaux. The switch will open a door in the previous room giving you access to a passageway leading to the second Sigil. Jump back to the lower level and return to the third room using the ladder at the entrance. Once again be prepared to face a few Shhedrim as you backtrack. Proceed through the opened passage to the left (14). Another Cadeaux can be found under the glass floor in the room leading to the Sigil, and an ensuing confrontation with another Abbadrim.

Access to the third Sigil is beyond another platform room (15). Follow the passage from the glass-floored room to the next chamber. Drop down to the lower level, fight the creatures released, and pull the switch. Once again, run back to the ladder after the walkways rise and cross them before they sink back down. Grab the Cadeaux on the other side before heading into the open door (16).

The next room looks very ominous but don't be alarmed by the huge pit filled with spikes. Carefully step onto the first moving platform and walk to the opposite end (17). As the second one passes, run onto it. Timing is crucial, or Shadow Man will run out into empty air and pay the ultimate price. The switch on the far ledge opens the passage in the previous room to the third Sigil. Pick up the nearby Cadeaux before taking on the Shhedrim and making the dangerous walk back across the moving platforms again.

Raise the narrow walkways again and cross to the other opened door. Pick up the Cadeaux and, if you want, pull the switch (18) to raise a ladder, although you likely won't need it. Head through the passage and claim the Sigil (19). Don't step on the glass floor this time. Instead of a Cadeaux, you'll find a bed of spikes beneath.

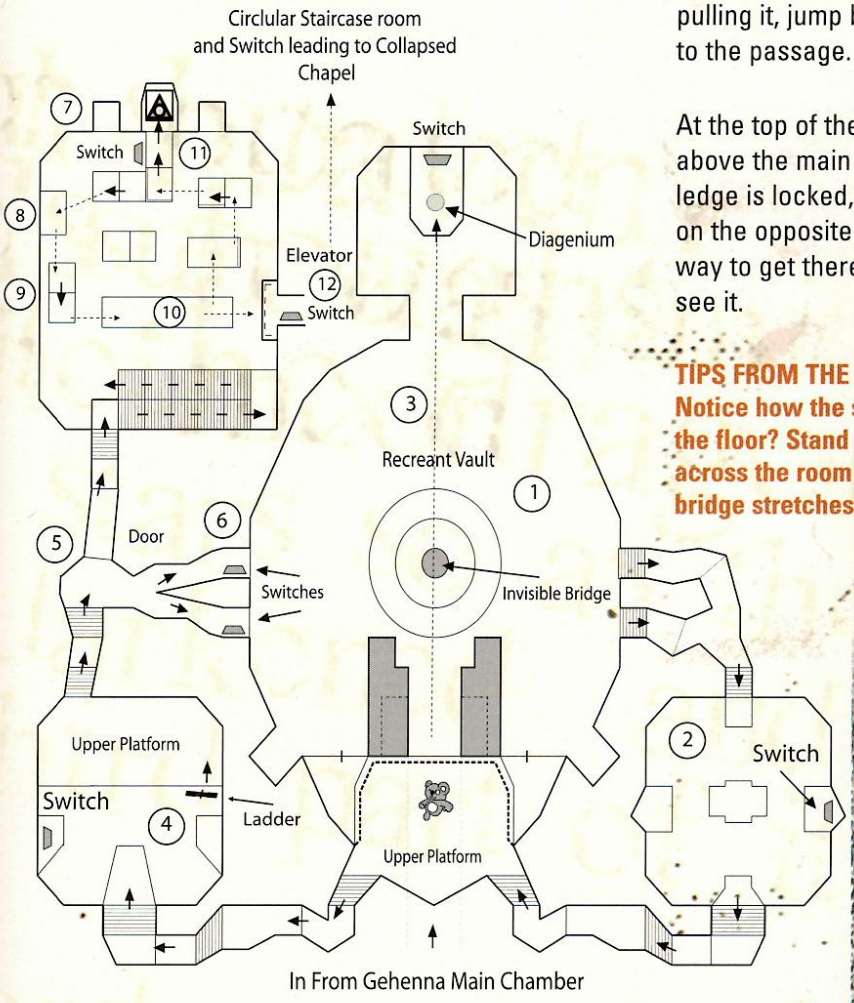
With six Sigils total, the second seal on the Codex will be opened. You can now enter Russia, the home of Babayagoth. Return to the central chamber and enter the door to the right of Morteth's (20). Match the symbol on the codex to the one above the door if you become confused. Stand in the center of the Vault and use the codex to open the stairway to Russia.

TIPS FROM THE SHADOWMASTER...
Later on in the game you will have to return to the area behind the Asmodeus statue (where you found the Diagenium) and enter the door opposite the entrance to the Sigil Chamber. This will lead you to The Arena. Don't worry about it now... there will be enough to worry about later!

LEVEL 3 ⋉ RUSSIA

Shadow Man's next target is Babayagoth, the witch. She can be found in a gloomy, snow-covered forest in Russia. Don't let the frigid temperatures bother you as you explore another Recreant Vault, an abandoned mine and a long-deserted village.

The stairs from Gehenna lead to the central room of Babayagoth's Vault (1). As you enter the vault area you will receive a Teddy Bear Save Point. Keep a watchful eye toward the ceiling as you seek out the witch. Tentacled flying beasts called Cerberiths lurk in the shadows, ready to drop down and grab Shadow Man at any time.



TIPS FROM THE SHADOWMASTER...
Winged Shhedrim wait throughout Russia to attack anyone exploring its secrets. Many of the switches here trigger groups of the flying menaces.

From the main room, head through either of the open doors on the right wall. They both lead to a spike filled room with a platform in the middle (2). Before jumping to the center platform be sure to holster your weapons so you can grab the edge without falling off into the pit. Jump forward and grab the edge of the platform, then pull yourself up and leap to the ledges on either side. One platform holds a Cadeaux. The other platform holds a switch that opens a door to the passage beyond. After pulling it, jump back to the center platform and then to the passage.

At the top of the stairs you'll emerge onto a ledge above the main room. The only other door on the ledge is locked, and the switch is across the room on the opposite ledge. It may seem that there is no way to get there from here. There is, but you can't see it.

TIPS FROM THE SHADOWMASTER...
Notice how the steam in the room stops halfway to the floor? Stand on the center of the ledge looking across the room and walk forward. An invisible bridge stretches to the other side (3).

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E
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Sigil
The Mines
Sigil
Sigil
Diagenium
Recreant Vault
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W
TAROVSKAYA
E
S

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A
B
C
D
E
F
The Bell Tower
Famine
0.9GPMG
Baba Yagoth
Icy Lake
Sigil
Sigil
(dropped by
Baba Yagoth)
Railway Bridge
Shot Gun 2
Sigil
The Forest Hut
The
Forgotten Ruins
L'Inferno

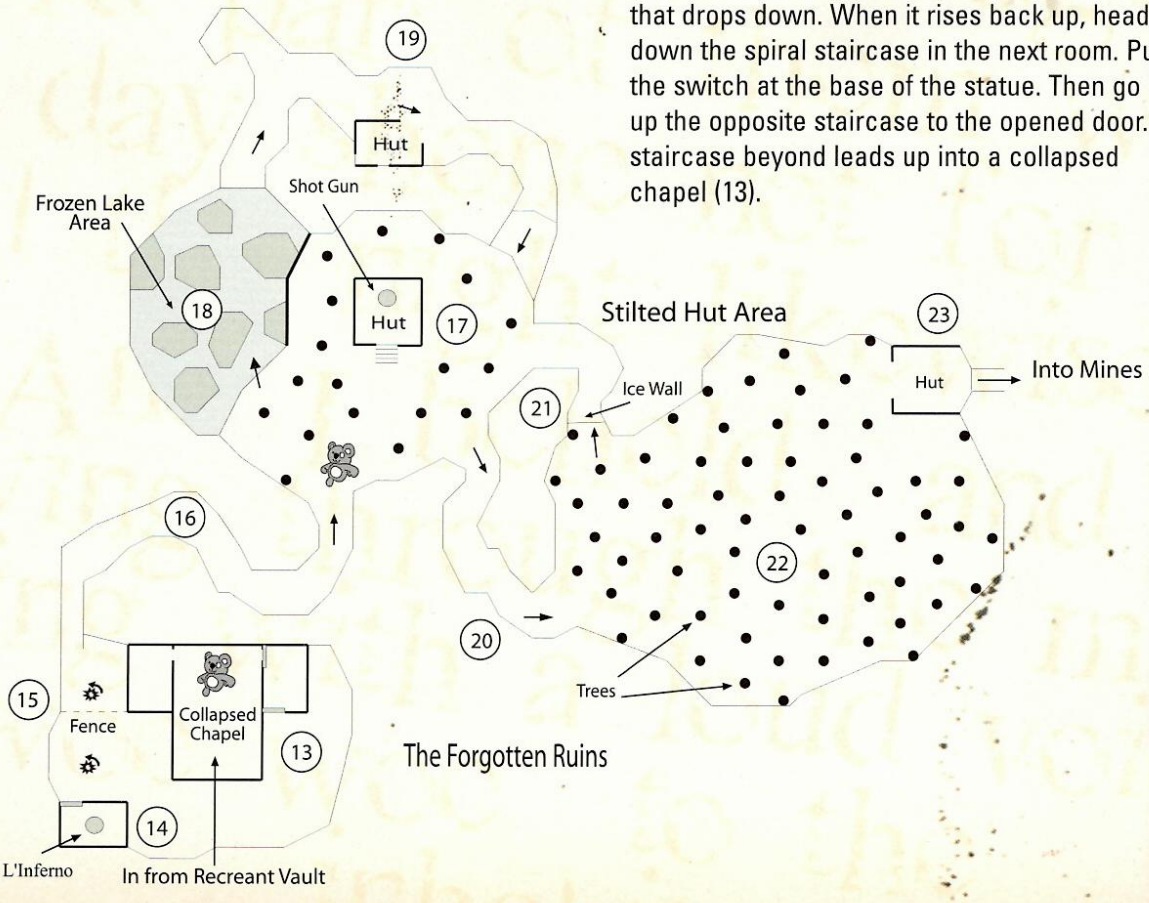
Grab the Diagenium and pull the switch on the far ledge. Then head back through the now-opened door. As you cross back over the bridge be ready for another Cerberith ambush from above. Follow the passage down to another spike-filled room (4). Jump to the ledge on the left to pull the switch that opens the door. Pulling the switch triggers a Shhedrim attack. Watch your step as you do battle or you'll end up down in the spike pit! Next, jump back and over to the opposite ledge. Jump onto the ladder and climb up. Once again, Cerberiths will be waiting for you at the top.

The next passage leads to a locked door (5). Head into the two dead end passages to the right and pull the switch in each (6). These switches open the doors back to the main room and the door back in the passage.

Head through the last door opened and into a large, block-filled room. Descend the stairs and destroy your attackers. Then turn right at the bottom. Go to the far wall past the blocks, turn right again and pull the switch (7). Climb onto th nearest block, turn around, and jump to the high block against the wall (8). From there, jump to th block on the left (9), then the tall, long block on the left again (10). Go to the end of this block an hop up across the two blocks on the left, then u to the fire on the highest block (11). With the doo open, grab the Sigil and jump down the blocks t the alcove in the left wall (12).

TIPS FROM THE SHADOWMASTER...
There is a single Cadeaux on the floor in the midd of the block room. Grab it before leaving the Vault

Pull the switch in the alcove and jump onto the li that drops down. When it rises back up, head down the spiral staircase in the next room. Pull the switch at the base of the statue. Then go bac up the opposite staircase to the opened door. Th staircase beyond leads up into a collapsed chapel (13).



Upon climbing up into the ruined church, you'll receive a Teddy Bear Save Point. Leave the church through the door to the right. As you emerge into the snow, a crimson pair of eyes watches Shadow Man from the forest. Go around the church to the left to find a Cadeaux. Next, open up the small shed (14) by breaking off the lock. Inside, you'll find L'Inferno, a powerful voodoo artifact that allows Shadow Man to surround his body in flames. Only Shadow Man can use it, so use your Pocket Watch to transform into Shadow Man if you're playing as Mike.

A fence blocks the path to the rest of the forest. With L'Inferno, however, Shadow Man can step into the nearby campfire and warp to the one on the other side (15).

Continue along the path, where you'll be attacked by Babayagoth for the first time (16). She's too strong for you to fight here. Your weapons will have no effect on her. So save your ammo and your health and run away through the cave up ahead.

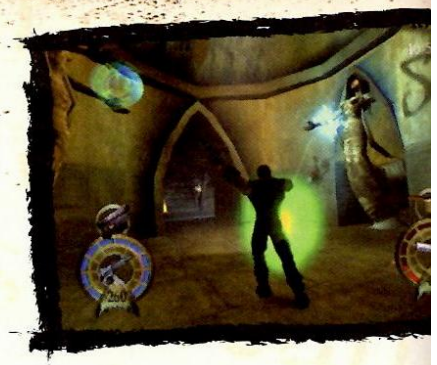
On the other side of the cave is a wooded clearing. As you emerge, you'll receive a Teddy Bear Save Point. Quickly climb up and roll into the stilted hut to escape Babayagoth's second assault. Retrieve the Cadeaux and the second Shotgun inside (17).

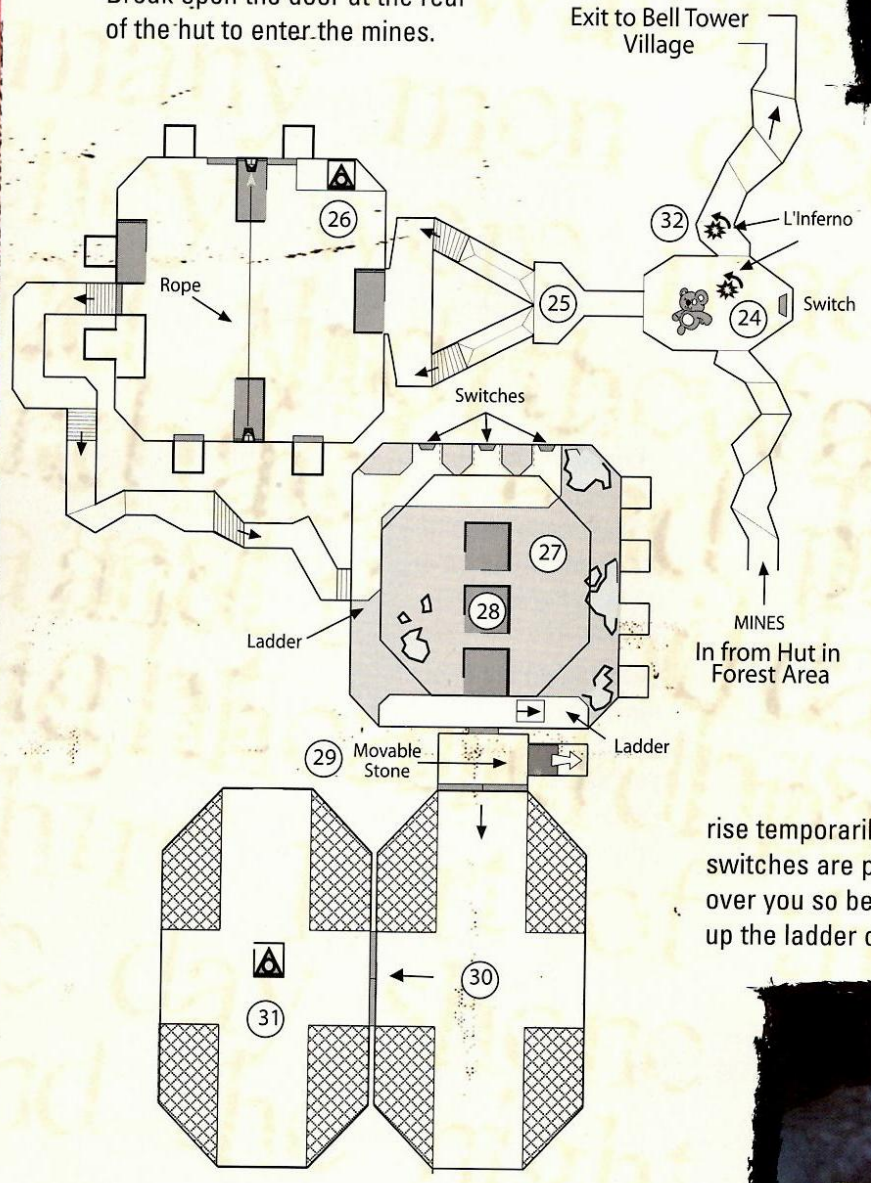
TIPS FROM THE SHADOWMASTER...
Inside the shed don't forget to shoot the animal skulls hanging from the rafters. One shot should destroy them all, raining ammo and health pick-ups down from the ceiling.

Leave the hut and head out onto the frozen pond to the right. The darker patches of ice will crack when stepped on. Although you don't want to spend too much time in the water, you'll want to fall through at least once to get the Cadeaux at the bottom of the pond (18). Once again, Babayagoth will be there to harass you.

Babayagoth then continues to bother you near the remains of a hut behind the pond. This time she lets a Basalith loose on you (19). Fight it off and claim two nearby Cadeaux. Return to the stilted hut and proceed through the second cave. Babayagoth releases two more Basaliths as you enter (20).

In the forest beyond the cave, turn to the left and blast through a wall of ice (21) to find another Cadeaux. Backtrack through the cave to the forest. Babayagoth once again appears to attack as you cross (22). But, you can find shelter from her attacks in a nearby hut (23). Break open the door at the rear of the hut to enter the mines.





The red eyed statues release Shhedrim. Be sure to destroy of the statue orbs to raise all t necessary platforms. Use the raised platforms to access the rope and reach the Sigil on th highest ledge (26), which oper the next doorway. Before leav grab the two Cadeaux tucked the alcoves above the last two platforms on either side of the passageway door.

Follow the passage down to a water-filled room (27). Swim to the bottom of the pool to find t Cadeaux. Next, pull all three switches in quick succession a jump across the platforms that rise temporarily out of the water (28). As the switches are pulled, Shhedrim will soon be all over you so be prepared and be quick. Next, cli up the ladder on the other side.

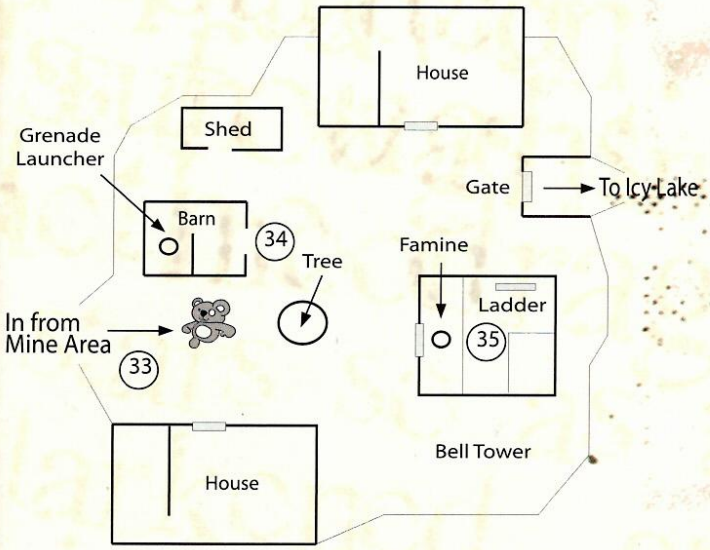
TIPS FROM THE SHADOWMASTER...
As you proceed down the mineshafts be sure you are armed. Shhedrim are lurking all around. Try to avoid falling into any of the water pools because they holster your weapons automatically, making you vulnerable to attack from above.

At the end of a long, twisting passage lies an underground temple. Pull the switch by the fire to open the front door (24). In this area you'll receive another Teddy Bear Save Point. Inside, shoot the orbs that are held by statues with blue eyes to trigger platforms and a rope (25).

The door in the next room will open when the block on the left is pushed in by Mike (29). As soon as you pick up the Cadeaux in the middle o the room a group of abominations appear (30). Defeat them to open the door to the last Sigil in the underground temple (31).

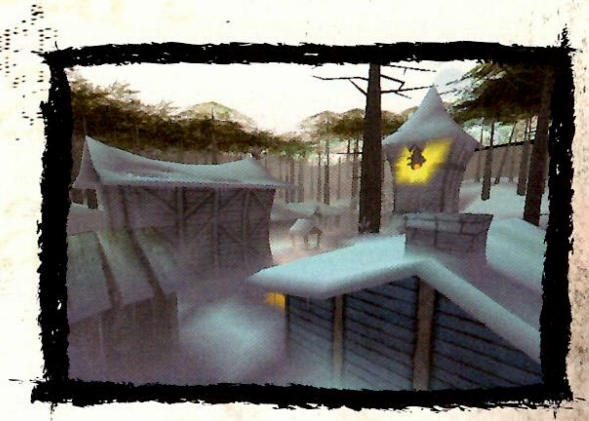
TIPS FROM THE SHADOWMASTER...
When faced with a multiple enemy assault, your best bet is to backtrack and circle as you unload your weapons on your attackers. Try to keep out of arms reach and move right or left to avoid their shots.

Backtrack through the temple and use your L'Inferno at the fire near the entrance to teleport to the fire on the other side of the gate (32). Follow the passage up out of the mines, into the abandoned Bell Tower village (33).



When Shadow Man exits from the mines he'll receive a Teddy Bear Save Point. Defeating the Behelim that appears opens the gate, but don't leave so soon. There are plenty of pickups hidden in the buildings.

The house to the right contains a Cadeaux. The powerful 0.9 GPMG is in the barn (34). The locked house on the left holds another Cadeaux. Finally, the Bell Tower holds the Famine, a magical voodoo artifact. However the hatch at the top of the bell tower is locked. So stand back and use your sniper rifle to shoot the bell from the outside. The shot will dislodge the bell, sending it crashing through the floor and allowing you to retrieve the voodoo spell Famine (35).

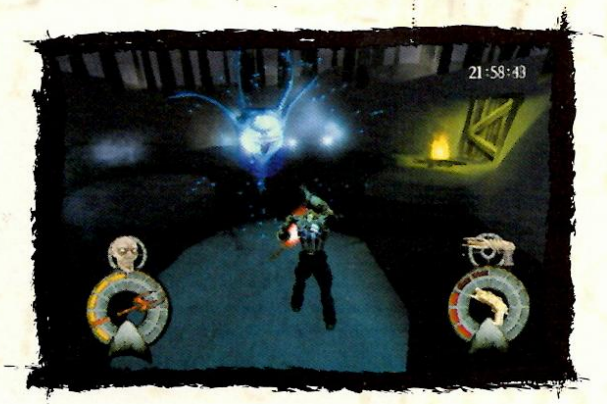


Outside the village gates, proceed through the cave, breaking the ice walls down and picking up the Cadeaux on the way. On the other side, Babayagoth appears for the final time (36).

Babayagoth

Throughout Russia, Babayagoth will assault Shadow Man with sneak attacks while leaving him incapable of fighting back. However, when she sheds her human disguise in the icy lake to reveal a tentacled beast, the battle is much fairer.

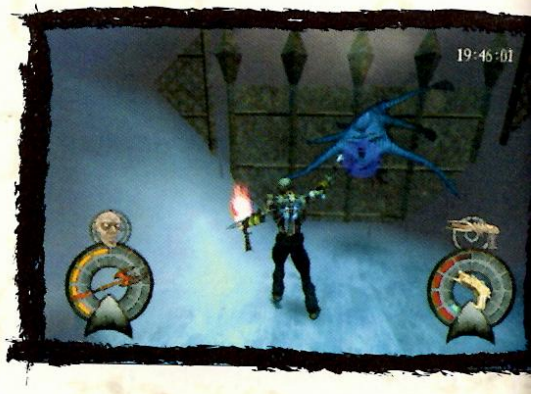
Babayagoth has three primary attacks. The first is a volley of energy blast similar to Morteth. The small ice blocks in the lake provide little room to dodge. It is recommended to keep as much distance as possible between yourself and Babayagoth to help you avoid them. If all else fails, jump in the water with one of the ice blocks between you and the boss to interrupt the shots.



Her second attack is to grab Shadow Man, squeeze him, and then toss him to the ground. Again, distance is the best defense.

Finally, Babayagoth will occasionally spin rapidly, her tentacles flailing, while flying around the lake. This is a good time to duck under the water to avoid taking a hit.

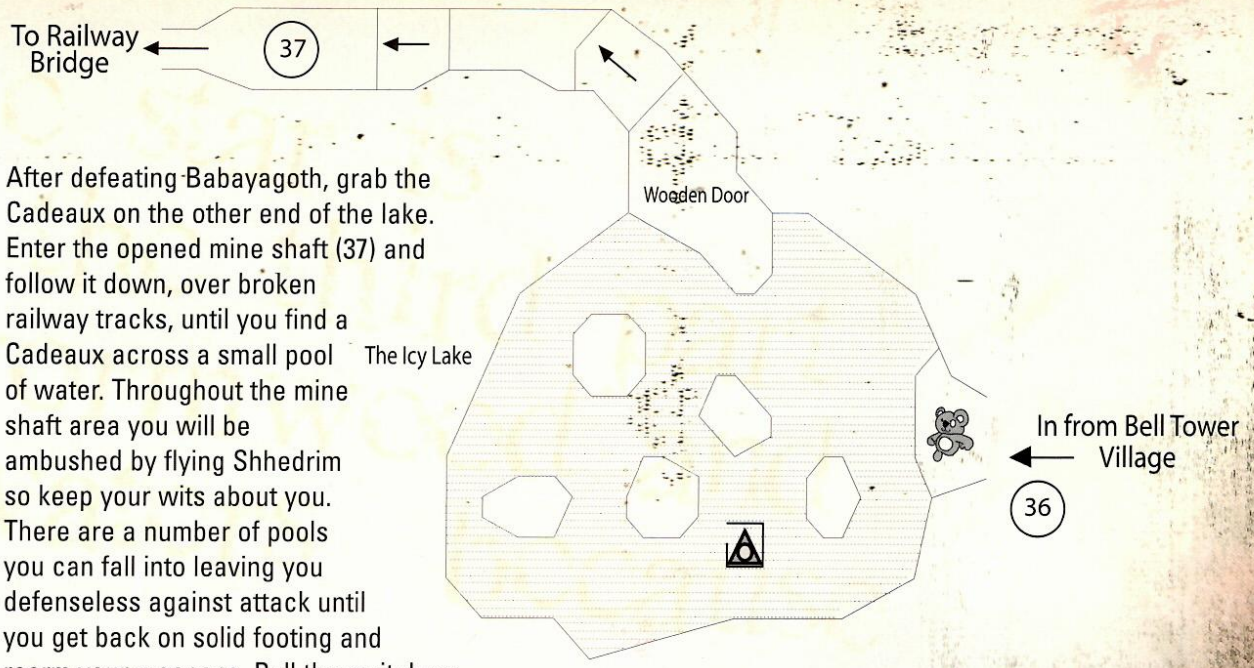
The best weapon for this fight is the Shadow Gun. As either Mike or Shadow Man, it does heavy damage from a long range and will quickly weaken Babayagoth until she is stunned.



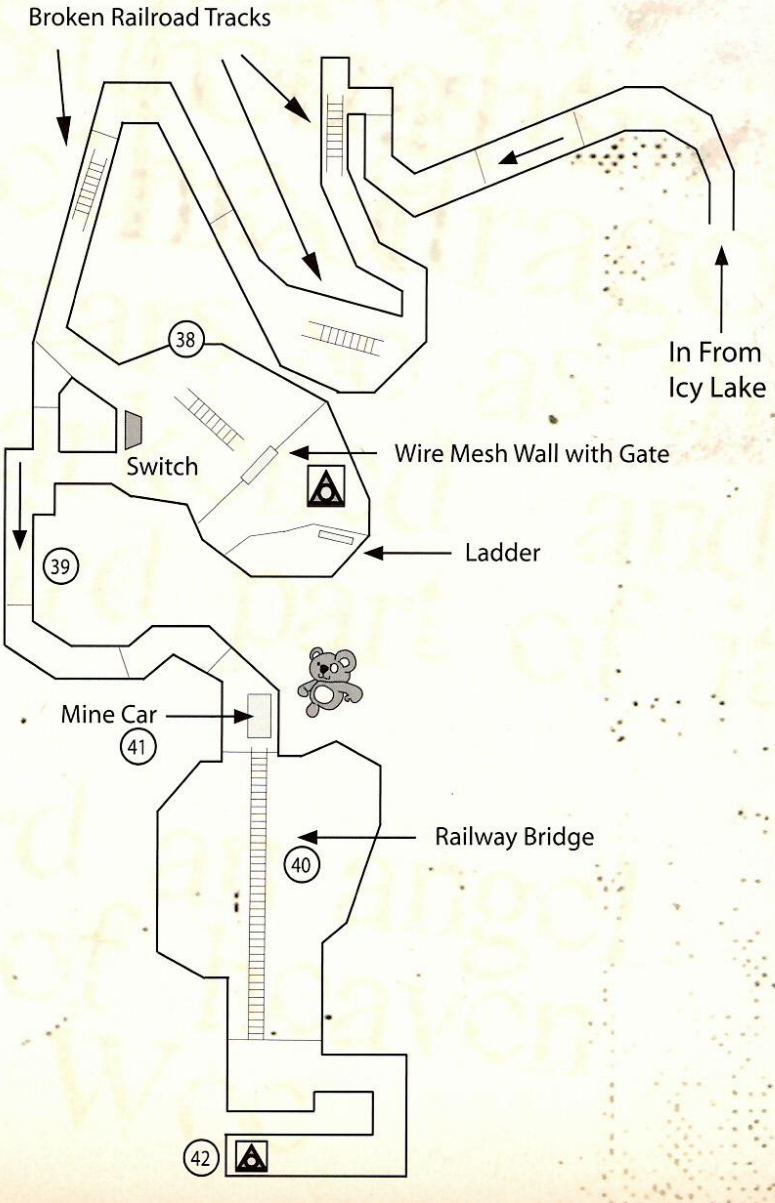
At this point, quickly hop onto the closet ice bloc and stab her with the Nephilim Shard. If you picked up the Famine in the frozen village keep i equipped throughout the battle, as health pickup are few.

If you run low on ammo (although with the Shadow Gun this is not really an issue) you can find ammo under the water. A few pots on the far ledge contain health and voodoo. Once defeated, Babayagoth will release a Sigil.

Level Walkthroughs



After defeating Babayagoth, grab the Cadeaux on the other end of the lake. Enter the opened mine shaft (37) and follow it down, over broken railway tracks, until you find a Cadeaux across a small pool of water. Throughout the mine shaft area you will be ambushed by flying Shhedrim so keep your wits about you. There are a number of pools you can fall into leaving you defenseless against attack until you get back on solid footing and rearm your weapons. Pull the switch on the other side of the wall (38) to open the gate in the wire mesh wall giving you access to a Sigil. Take a dip in the nearby pool to collect a Cadeaux at the bottom before moving on.



Shadow Man has just one more Sigil to obtain in this level before having enough to gain access to the next level. Head down the passage near the area where you retrieved one of the Cadeaux (39) to a long railway bridge (40). Upon reaching the mine cart you will receive a Teddy Bear Save Point. You can find a Cadeaux at the bottom of the pool beneath the bridge. After claiming it, climb back up to the lone mine cart. Trying to cross the bridge on foot is deadly, as unseen security lasers cross the lake. Instead, hop in the cart and activate it to ride across (41). Shadow Man will be protected from the lasers by the mine cart's metal walls. On the other side, jump out of the cart and head through the passage to find the last Sigil (42).

Before returning to the Main Pit area of Gehenna to use the Codex to open the next level, Shadow Man would be wise to take advantage of his new-found powers that the L'Inferno brings him.

TIPS FROM THE SHADOWMASTER...
Now that you have L'Inferno, there are several places you can use it back in Louisiana.

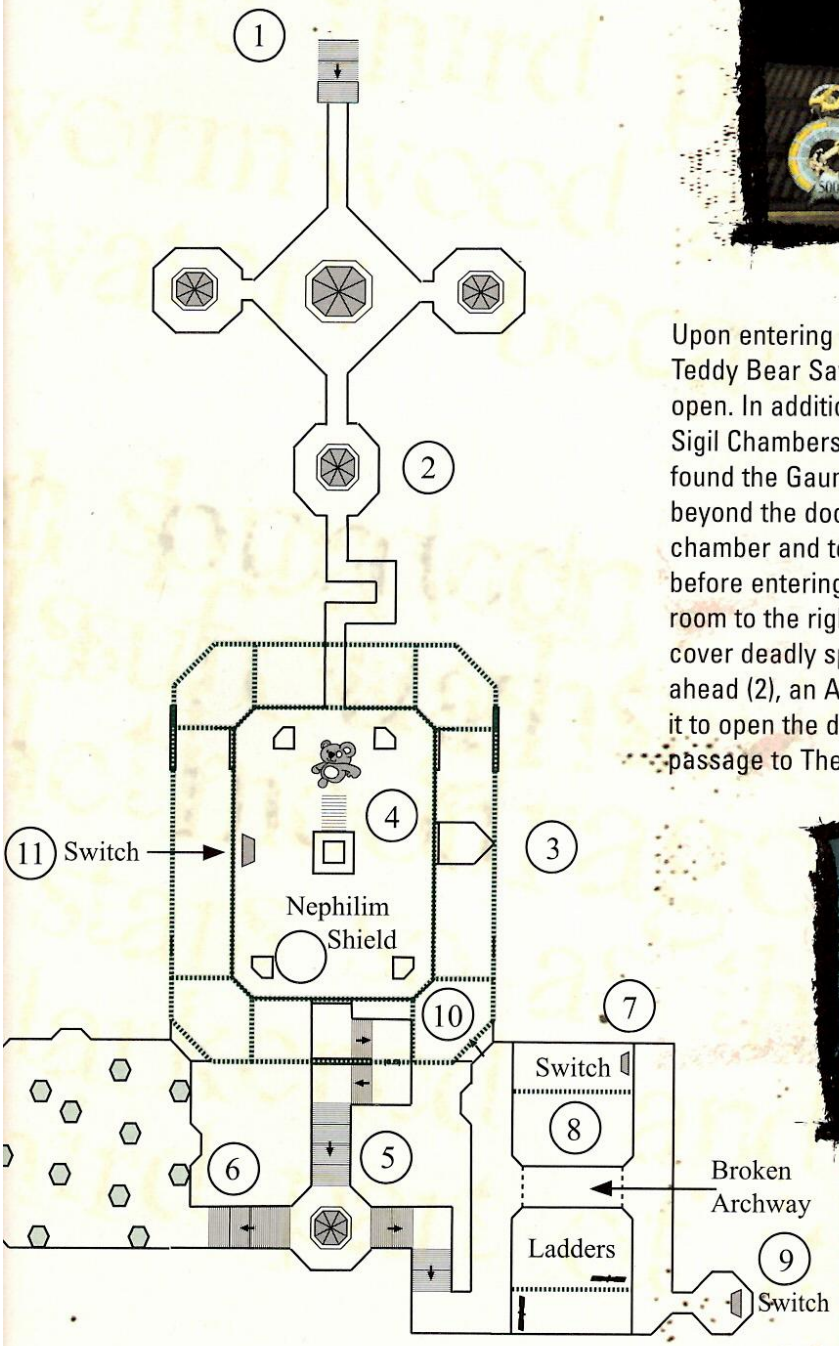
In the caves underneath Nettie's church, L'Inferno grants you access to two important altars. Warp from the fire by the boulder where you retrieved the Fire Ax up onto the ledge above. In addition to a Cadeaux in a nearby pot, the altar here will give Shadow Man an additional bar of voodoo power for every ten Cadeaux placed inside. Pulling the switch on the pillar adjacent to the altar raises the water level below and allows you to reach another Cadeaux along with a second voodoo altar that raises Shadow Man's health. Again, ten Cadeaux will raise your health meter one bar.

Return to the swamped boat in the bayou near where you found the first bird skull. A nearby pat leads to a fire that warps onto a higher ledge. Grab the Cadeaux in the bottom of the nearby po and the Guerre on the cliff's edge.

LEVEL 4 ~ GEHENNA PART 2

THE ARENA

In from Gehenna Main Chamber



Upon entering the vault Shadow Man will receive a Teddy Bear Save Point. The entrance to Ireland will open. In addition, so will the other door near the Sigil Chambers in the vicinity where Shadow Man found the Gauntlets (1). There are several secrets beyond the door, so head back through the main chamber and to the right of the Asmodeus statue before entering Ireland. The glass floor in the small room to the right hides a Cadeaux. The others cover deadly spikes. As you enter the room straight ahead (2), an Abbadrim comes out to attack. Defeat it to open the doorway and follow the narrow passage to The Arena (3).

After finding all the Sigils in Russia and eliminating the evil Babayagoth, it's time for Shadow Man to return to Gehenna to open the seal to the next realm. Enter the third Recreant Vault and use the Codex in the center of the circle. The third vault is located just to the left of the Asmodeus statue in the central chamber.

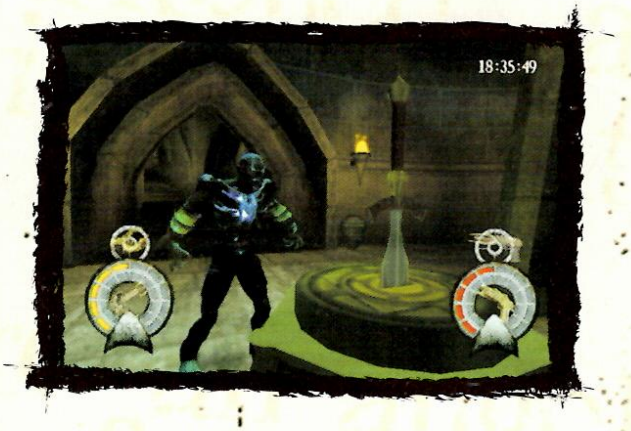
LEVEL 5 ~ IRELAND

Now that Shadow Man has explored the Arena area in Gehenna it's time to head back through the main chamber and into Recreant Vault three. Upon entering the main chamber of the Vault you will receive a Teddy Bear Save Point.

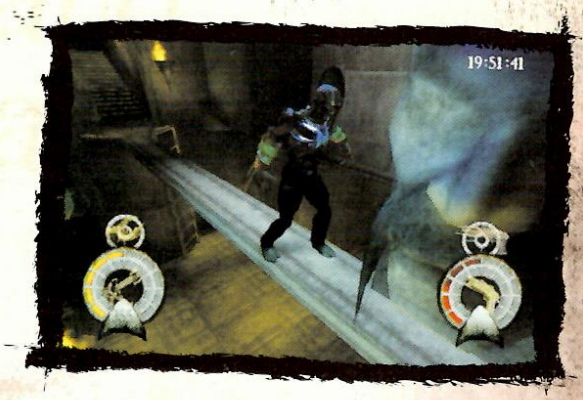
The Recreant Vault beneath Ireland is a large, twisting, trap-filled dungeon and home to the Grigori warrior Farduroth. It's very easy to get lost, so follow the map closely as you explore. You will have to refer back to the map often as you progress throughout the level, entering and re-entering at a number of different locations.

See Map on page 68

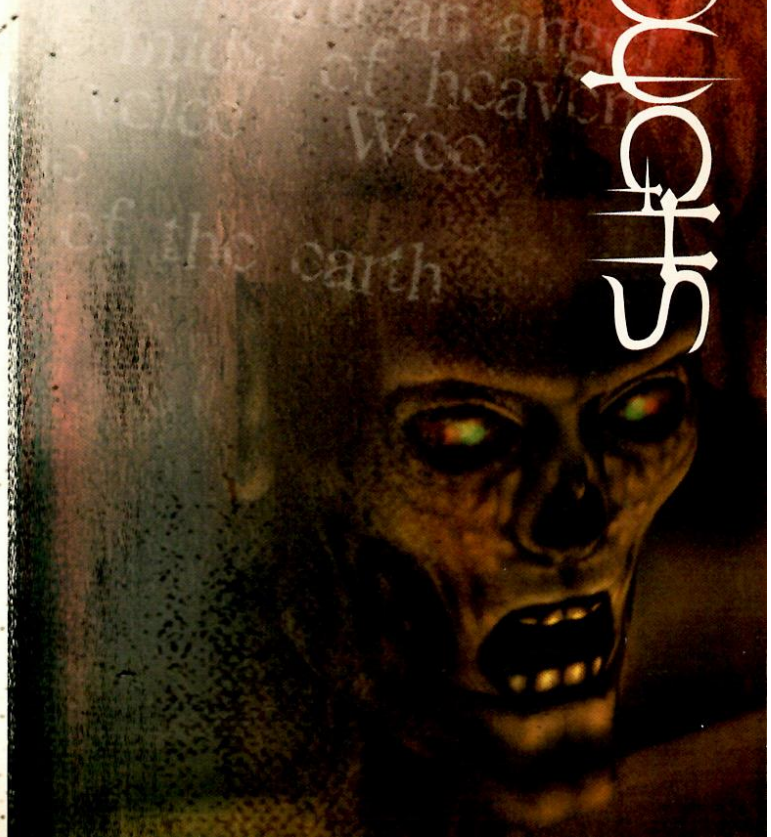
After dispatching a few Shhedrim, proceed straight ahead and pull the switch on the other side of the room to raise a pair of ladders (1). Climb up either one to reach the Nephilim Blade (2). Pull it from the pedestal to claim one of the most powerful weapons in the game.



Next, head through the hallway behind the pedestal and bear to the right at the fork. Jump carefully over spike traps on the floor as you take the first right heading up the short stairway. Head past the spinning blades and into the next room (3). Below the catwalk are a series of switches. Drop down before attempting to cross the catwalk and press the last switch on the right wall to reveal a Cadeaux. The others contain enemies and regular pickups. Climb back up and carefully walk across the catwalk. This is a tricky maneuver. You need to time your movements to avoid being pushed off by the stone heads, but if you linger, darts will shoot out of the wall.



Once safely on the other side, jump over the spikes and climb out into the Moytura Abbey (4). Once again, you must pay close attention to your map since you will be exiting and returning to these areas a number of times as you progress through the level. Climbing up into the church ruins you will receive a Teddy Bear Save Point. As you leave the



Once again, as you enter The Arena area you will receive a Teddy Bear Save Point. Keep on your toes because another Abbadrim is released as soon as you enter. When you kill it, one of the six locks sealing the chamber surrounding the Nephilim Shield (4) will be released, and the door at the rear of the chamber will open. Jump up and grab the Cadeaux on the pillar in the corner of the room. Next, proceed up the stairs in the back. Halfway up you'll encounter a pair of Abbadrim (5) which, when killed, open the second lock.

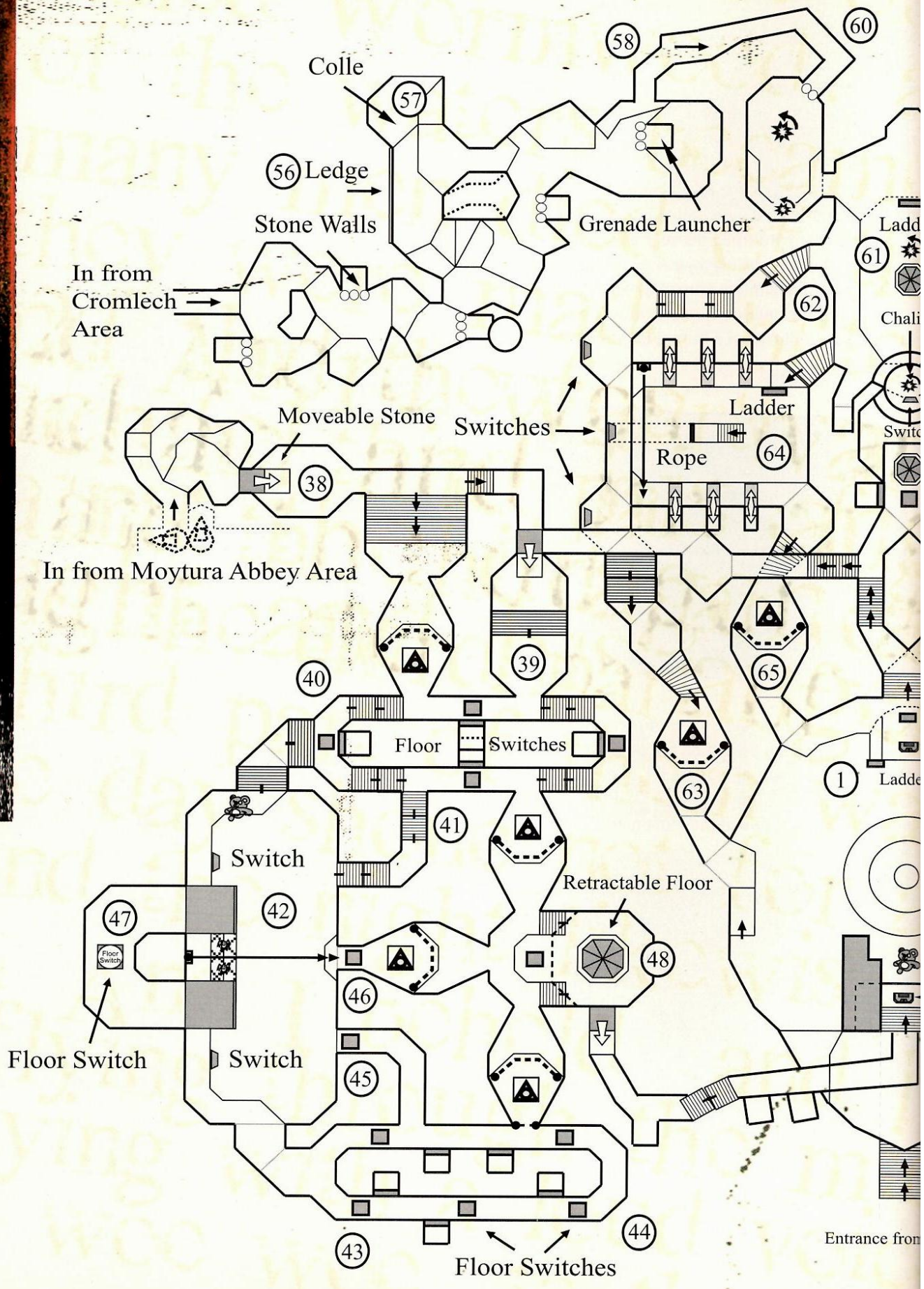
At the top of the stairs you can find another Cadeaux in the glass covered pit. Head up the stairs to the right and fight two more Abbadrim to open the third lock (6). Grab the Cadeaux hidden behind a pillar in the room before going back down the stairs and through the open door straight ahead.

TIPS FROM THE SHADOWMASTER...
The Arena area contains no Sigils so don't worry about trying to find any. Your main objective here is to unlock the Nephilim Shield and go on about your business in the next level.

In the next room fight off the Shhedrim flying around to open the fourth lock and a switch on the lower level (7). Drop down from the far corner of the ledge and pull the switch to fix the broken bridge. You'll need to repair the bridge to gain access to the other side of the room and the second switch. Jump into the pit and pick up a Cadeaux (8) before climbing the ladders back to the top and crossing the reconstructed archway. Pull the switch in the alcove (9) and pick up the Cadeaux.

The switch opens a window out onto the ledge around the Arena (10). Defeat the newly-released Shhedrim from the ledge to open lock five. Then grab the two Cadeaux and drop down to the floor. As soon as you hit the floor, the three statues in the room come alive as Behelim.

Keep your distance as you fight Behelim to open the sixth lock and reveal a switch on the wall (11). The switch raises the dome that covers the shield allowing Shadow Man to claim it.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56 Ledge
Stone Walls
Grenade Launcher
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Chali
Moveable Stone
Switches
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Rope
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In from Moytura Abbey Area
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41
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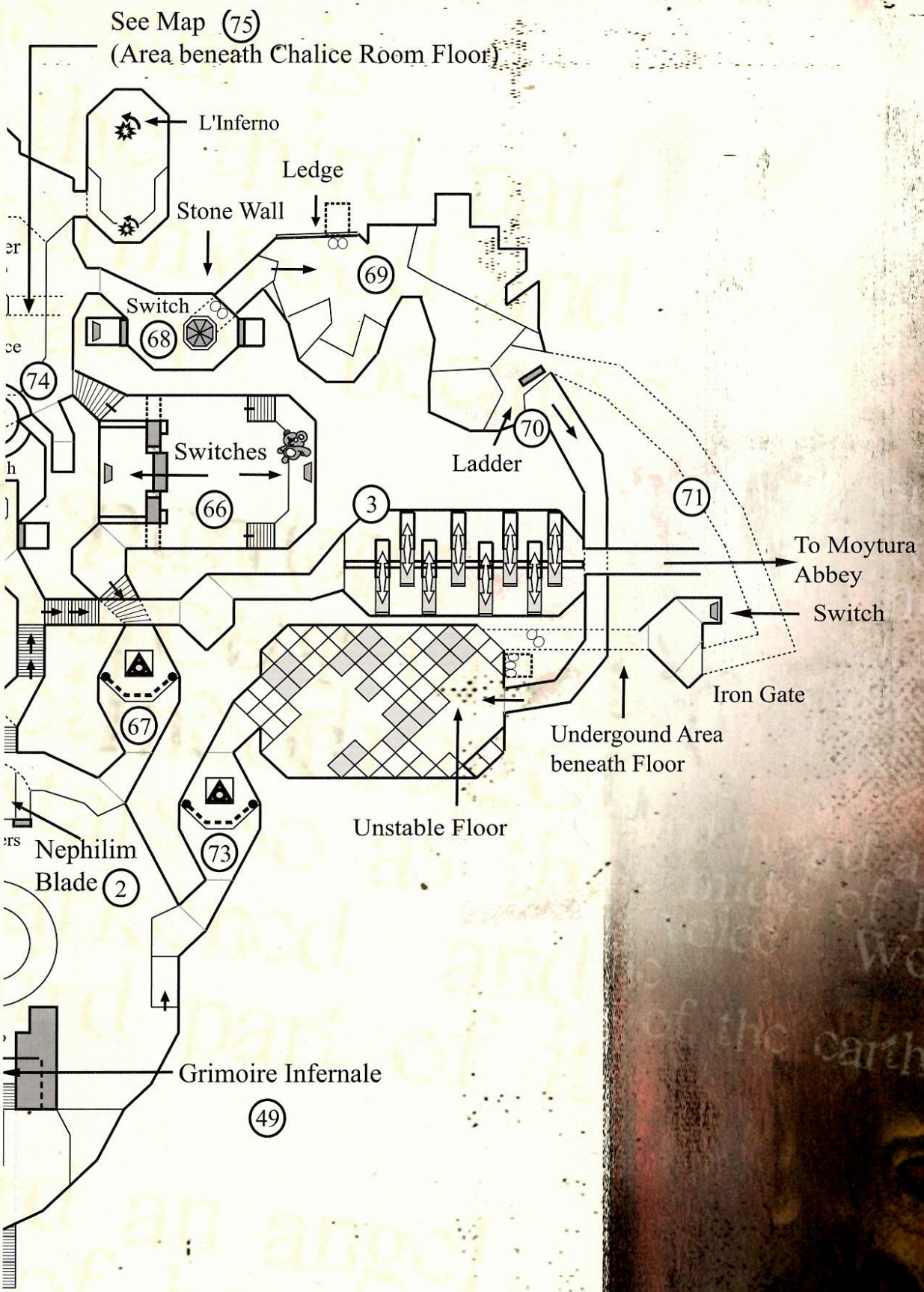
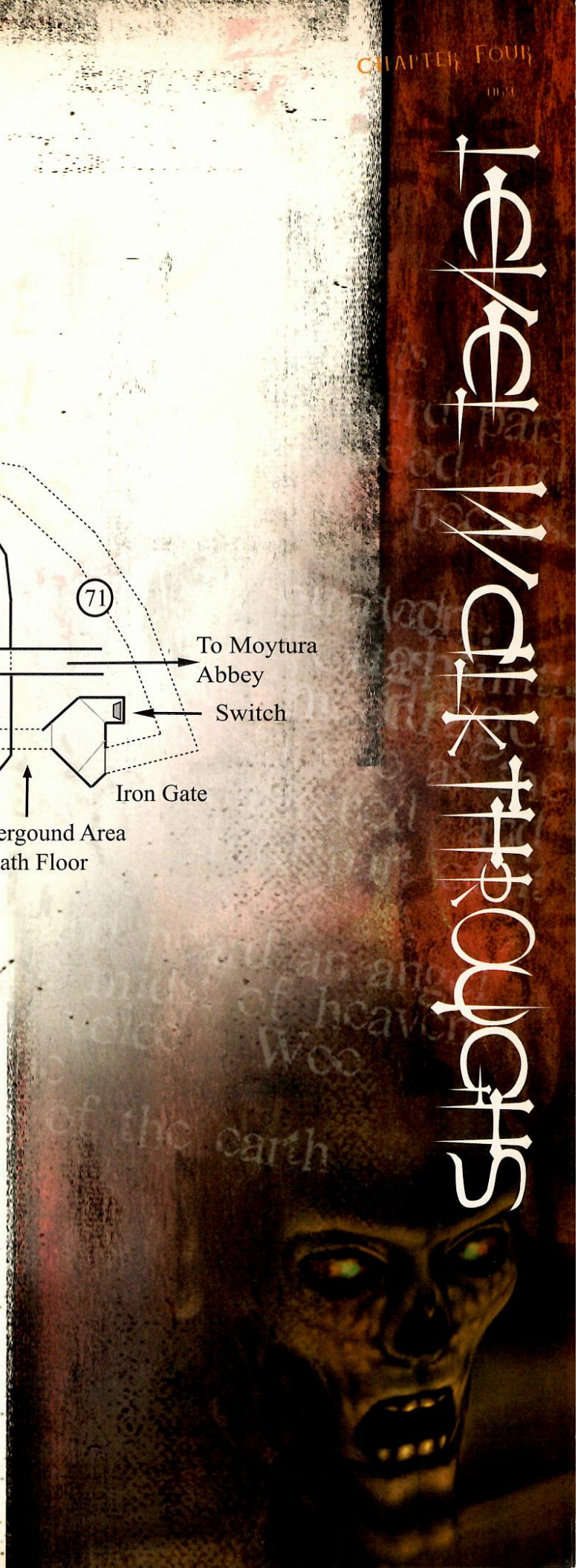
43
Floor Switches
Entrance from


See Map (75)
(Area beneath Chalice Room Floor)
L'Inferno
Ledge
Stone Wall
69
Switch
68
74
70
Switches
Ladder
66
3
71
To Moytura Abbey
Switch
Iron Gate
67
Undergound Area beneath Floor
Unstable Floor
Nephilim Blade 2
73
Grimoire Infernale
49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Malignum
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Final Encounter
Durocha's Lair
Colle
Grenade Launcher
(GPMG add-on)
Chalice
Sepulchre III
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MOYTURA
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S
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Sigil
Sigil
Sigil
Sigil
Nephilim
Blade
Sepulchre II
Sigil
Sigil
Recreant Vault
Sigil
Grimoire Infernale

Diagenium
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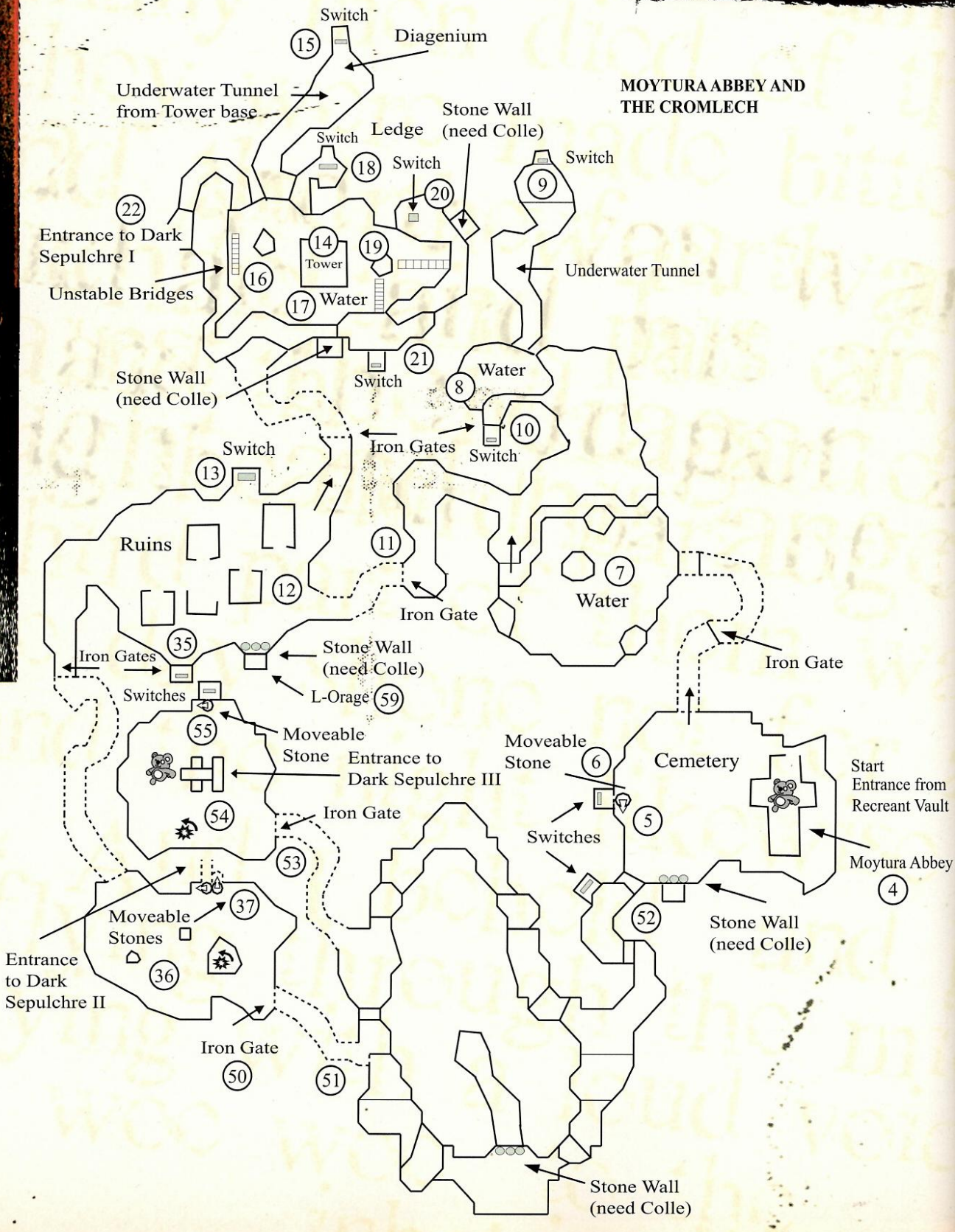
Far Durocha:
2nd Encounter
L'Orage
The Cromlech
Moytura Abbey
Far Durocha:
1st Encounter
Far Durocha:
3rd Encounter
Far Durocha:
4th Encounter

church, the warrior Farduroth bursts out of a cave. With his armor on he is invulnerable to any of your weapons, so don't waste time fighting him. All you can do at the moment is stun him briefly.

MOYTURA ABBEY AND THE CROMLECH



Damage Farduroth enough to daze him. This allows you, playing as Mike, to push the square boulder to the side (5). Press the switch behind it to open the gate into the next area (6). Grab a Cadeaux behind the Moytura Abbey before moving on.

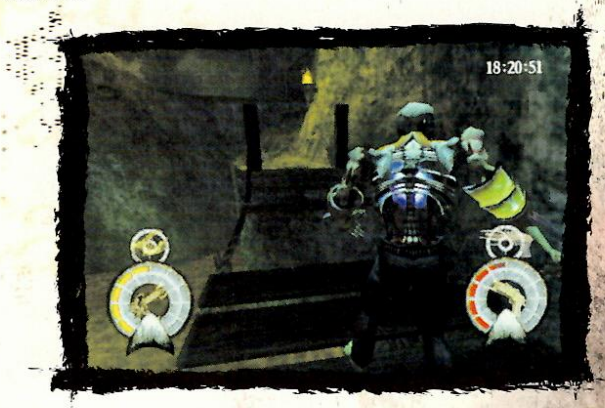
TIPS FROM THE SHADOWMASTER...
The zombies in Ireland attack in large groups but are relatively slow. Most of the time you can run right past them without taking damage.

Head through the cave beyond the gate into a swamp. Farduroch emerges again to snipe at Shadow Man with his crossbow (7). Avoid his shots and the zombies as you climb out of the far side of the swamp. Run behind the raised land to the pool of water located back behind the land (8). Dive down and swim through a secret underwater tunnel to a switch on the other side (9).

Pulling the switch opens a gate blocking a switch back in the pool of water area (10) but it also arouses a group of zombies. Battle past the zombies and head back through the tunnel and out to the switch. This switch opens a gate to the ruins (11). Open it and make another dash past Farduroch to get to the gate.

As you enter the ruins (12), hordes of zombies rise from the ground. One of the ruined houses contains a Cadeaux. Quickly pull the switch in the alcove up on the right (13) and head through the now-opened gate. There are a number of other switches, gates and stoned-covered areas inaccessible to you at this point. Don't worry about them now. You'll have to come back later.

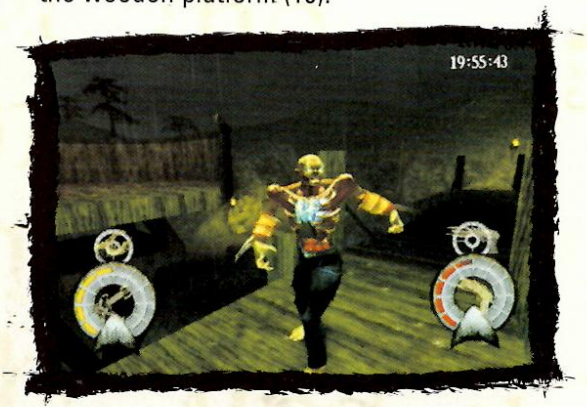
The central feature of the next area is a large tower (14). Drop down into the swamp and enter the base of the tower. Swim through the underwater tunnel, grabbing a Cadeaux near the end. Climb out into a cave to find the Diagenium and a switch (15). Push the switch and swim back out of the tunnel. Make your way up out of the swamp by crossing an unstable bridge (16). Jump quickly to keep from falling through the rotting boards.



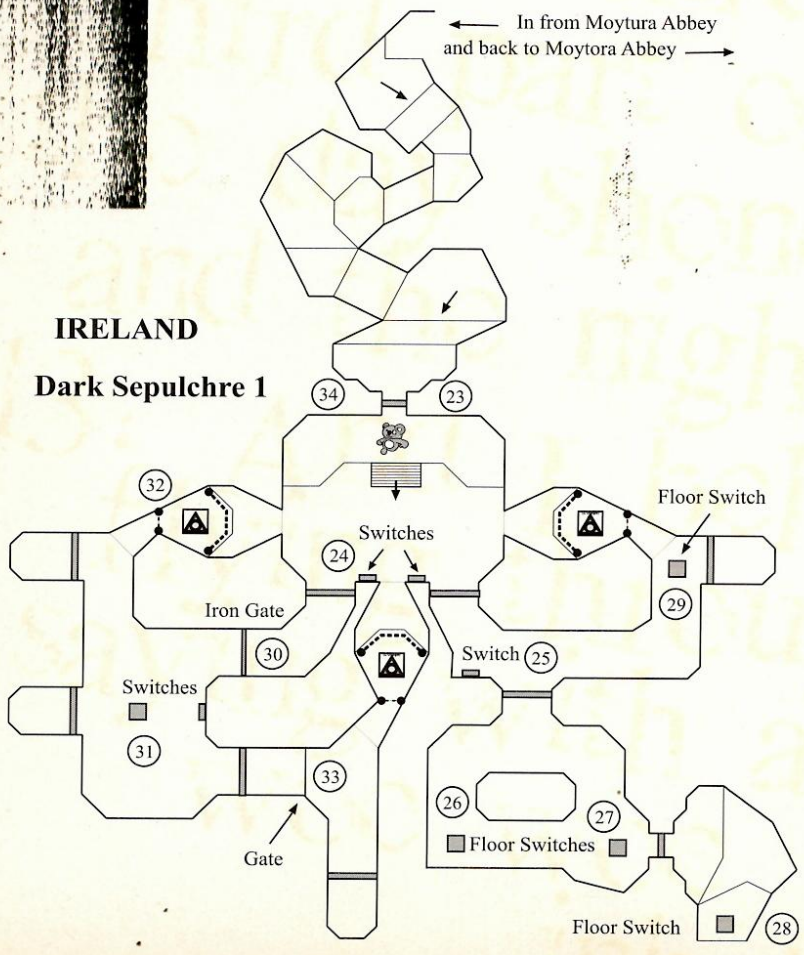
TIPS FROM THE SHADOWMASTER...
The puzzles around the tower require a lot of daring jumps. Many of the falls would kill Mike, so switch to Shadow Man to be safe.

Next, head to the ledge closest to the tower (17) and jump to the wooden platform outside the window of the tower. Jump straight across to the other tower window and then over to a ledge on the other side. Push the nearby switch (18) to raise and lower some of the window ledges.

Jump back to the tower and hop over to the window on the left. Don't miss a Cadeaux in one of the pots on the outside of the tower. With the ledge raised, Shadow Man can make the jump to the wooden platform (19).



Cross another unstable bridge and step on the floor switch at the rear the alcove (20). This opens the gate to the switch at the end of the other bridge. There are a number of stone-blocked alcoves in this area. Ignore them for now since you cannot access them. Cross the bridge again and press the switch behind the opened gate (21). This raises the last window ledge in the tower, making the jump to the rock pillar possible. From the pillar, jump to the rock ledge to the right and follow the path down to the Dark Sepulchre I entrance (22).



Entering the Dark Sepulchre causes the door to lock behind you (23). At this point you will receiv a Teddy Bear Save Point. Proceed straight ahead and pull the two switches on the far side of the room to open the hall doors (24). Pulling the switches initiates an enemy attack so be prepare to do battle.

TIPS FROM THE SHADOWMASTER...

There are three Sigils to be collected in this area. I order to access them you must come at them from the rear. To do so will require you to open a series of passages. Each time a switch is pulled you can be sure to be attacked from enemies on foot and in the air, so be sure to load up on ammo and health a you proceed through.

A gate blocks the right hallway, so head into the left one. Pull the switch inside (25) to open the next door. The floor switch around the right corne in the next hall (26) opens the gate to one of the Sigils, while the other (27) opens the door at the end of the hall. The cave beyond contains a Cadeaux and another floor switch (28) that opens a gate blocking a switch back in the ruins area of Moytura Abbey.

Next, return to the first hallway and go to the right. Step on the floor switch around the corner (29) to open the gate to the first Sigil. The alcove near the switch will open up to release a Behelim, so be careful. Picking up the Sigil will open the gate in the right-hand hallway off the main chamber (30).

Proceed into the room beyond the gate (31). The switch on the wall opens the other door in the room and the floor switch opens the gate to the last Sigil. The second Sigil is through the hallway to the right (32), but be wary of an ambush from the alcove nearby.

The second Sigil opens the final gate (33). The alcove in the hall beyond contains a Cadeaux as well as an ambush. Pick up the last Sigil to open the exit (34).

Now that the three Sigils have been collected it's time to leave the Dark Sepulchre I and return to the ruins. With the gate removed, you can now push the other switch in the area (35) and open the gate to the next clearing. Once again, refer to your map of upper Ireland (Moytura Abbey area).

Farduroch once again appears with another group of zombies to hassle Shadow Man in this area (36). Stun him to give yourself time to uncover the back entrance to the main Dark Sepulchre. Use Mike to push the block on the right (37) into the wall, then push the other block aside to open up the cave.

Push the block in the wall of the cave into a pit (38) to enter the Dark Sepulchre. Now it is time once again to refer to your main Sepulchre map to find your way around the next section of passageways.

The hallway ahead is filled with spike traps. You'll have to time your steps to avoid being hurt. Head straight ahead and around the corner, where Mike will have to push yet another block out of the way (39). This opens up the area ahead and the hallway to the left that leads back to the Recreant Vault. For now, proceed forward into a looped hallway (40). Press all four floor switches to open up the gates to two Sigils. They also open up alcoves containing Abbadrim, so be prepared to fight.

After collecting the Sigils, take the narrow set of the stairs (41) down into the next room (42). Pull the pair of switches on the wall to lower the two stone platforms. Climb back up the stairs and re-enter the room through the other entrance. You'll find yourself on the upper walkway. Here you will

receive a Teddy Bear Save Point. Cross the lowered platforms to another looped hallway (43). Once again watch out for an enemy ambush.

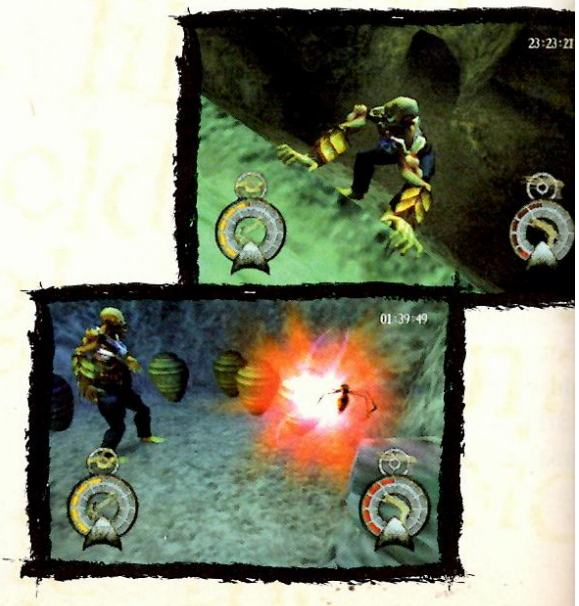
The third switch on the right (44) opens the gate to another Sigil. Retrieve it and leave the hallway through the smaller door. Press the switch at the end of the passage (45) to send a rope across the previous room. Return to the ledge, cross the rope, and step on the floor switch in front of the Sigil (46). The wall will open up below, unleashing a group of demons. Drop to the floor, fight them off, and press the floor switch in the back of the tunnel they came from (47) to open the gate to the Sigil. Once again, cross the rope and retrieve the Sigil.

Step on the floor switch beyond the Sigil chamber (48) to open up a hole in the floor and another gate back on the surface in the Moytura Abbey area. Drop into the hole, push the block out of the way with Mike, and enter the passage beyond. The third alcove in the passage contains a Cadeaux, don't miss it. This passage leads to a platform above the Recreant Vault entrance upon which rests the Grimoire Infernale (49).

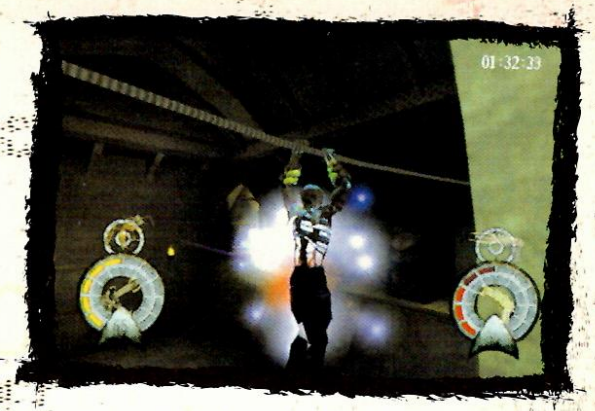
Return through the Dark Sepulchre or Teddy Bear back to the surface area where you last encountered Farduroch (50). Now refer back again to your upper Ireland map. The locked gate in this area will now be open. Dive into the water on the other side and swim through an underwater tunnel (51). You will emerge in a circular path and, once again, Farduroch is waiting. Run quickly to the right, stopping briefly in a short cave to push a switch (52). Continue around the path to a passage leading to the gate you just opened (53). Upon entering the area, zombies will be coming at you from all angles.

You have now reached the Cromlech (54), an ancient stone structure. Use L'Inferno on the lone campfire to warp to a Cadeaux on a tall boulder. Warp back and switch to Mike to push aside another stone block. Push the switch behind it (55) and descend into the caves beneath the Cromlech. As you descend you'll receive a Teddy Bear Save Point.

Once more it is time to refer back to the main Dark Sepulchre map to follow the final pathways through the vault on your way to Farduroth's secret chamber. Head deeper into the caves and jump from the lowest step up to the small ledge with the Cadeaux on it (56). You can't stand on it, but you can shimmy across and jump off the othe side. Climb up a couple steps to find the Colle (57) Shadow Man can use this to blow open the weak stone walls throughout Ireland.



Now would be a good time to backtrack and blow up the stone walls throughout Ireland that you couldn't open before. While many of them only hold regular pickups, several have valuable items and Cadeaux. A wall in the Colle cave (58) hides the Grenade Launcher attachment to the GPMG. Another wall under the Cromlech blocks a Cadeaux. Back by the Abbey, a stone wall covers another Cadeaux and yet another Cadeaux is behind a wall in the circular path. In the ruins, the powerful lighting spell L'Orage can be found behind another wall (59).

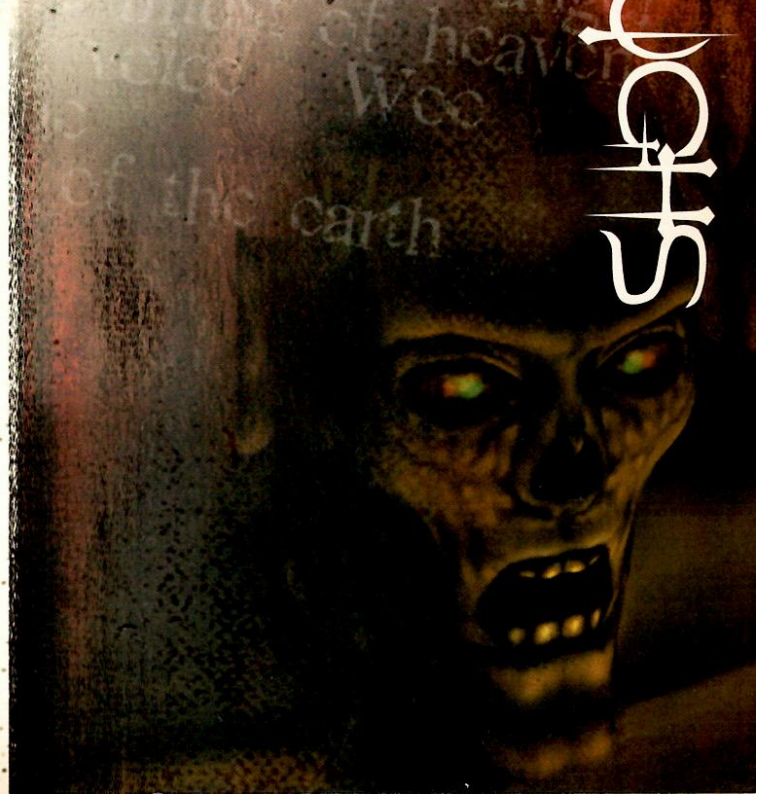


Once you're finished breaking down walls, return to the cave under the Cromlech. Climb back up to where you found the Colle and hop across the gap to a passage that ends at a stone wall (60). Break down the wall with the Colle and pass through the room beyond into the Chalice chamber area. Proceed to the main chamber room and use L'Inferno on the fire (61) to warp up to the Chalice. You now have the power to heal Jaunty and gain entry to Deadside through the Boneyard Gates. But that will have to wait for now.

Turn around and drop down onto the ledge to the left. Enter the doorway along the wall (62) and slip past the rotating blades. Press the first switch on the wall to activate a set of moving blocks and the floor spikes. With the spikes moving, you can run straight across when they drop. Push the switch on the other side to activate a second set of blocks. Head down to the end of the passage to pick up a Sigil (63) then return to the Chalice chamber.

Drop down to the floor, turn around and enter the door in the corner under the ledge. It leads to the room with the now-moving blocks (64). Approach the door sunken into the floor and it will open. Kill the Behelim inside and pull the switch behind it to extend a rope. Now you can make your way past the moving blocks, across the rope, and into the Sigil chamber beyond (65).

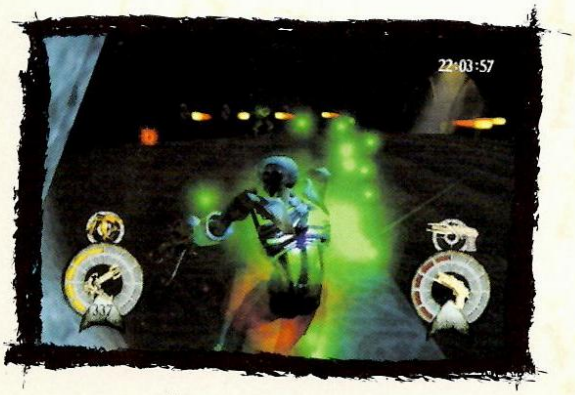
Once again return to the Chalice chamber. This time, enter the door straight ahead and pull the switch on the far wall of the next room (66). As you approach the switch you will receive a Teddy Bear Save Point. Once the switch is pulled, the walls will open up, locking you in and releasing a group of enemies. Defeat them and pull the revealed switch to open the way to another sigil (67).



Head back to the Chalice chamber once again and enter the door in the corner to your right. Use L'Inferno to grab a Cadeaux on the ledge. Drop back down and climb up onto the walkway in the Chalice chamber. Enter the door on the right wall. Collect the Cadeaux in the middle of the room (68) and defeat the two Abbadrim that are released. Pull the switch in one of the alcoves to open up the hole in the floor.

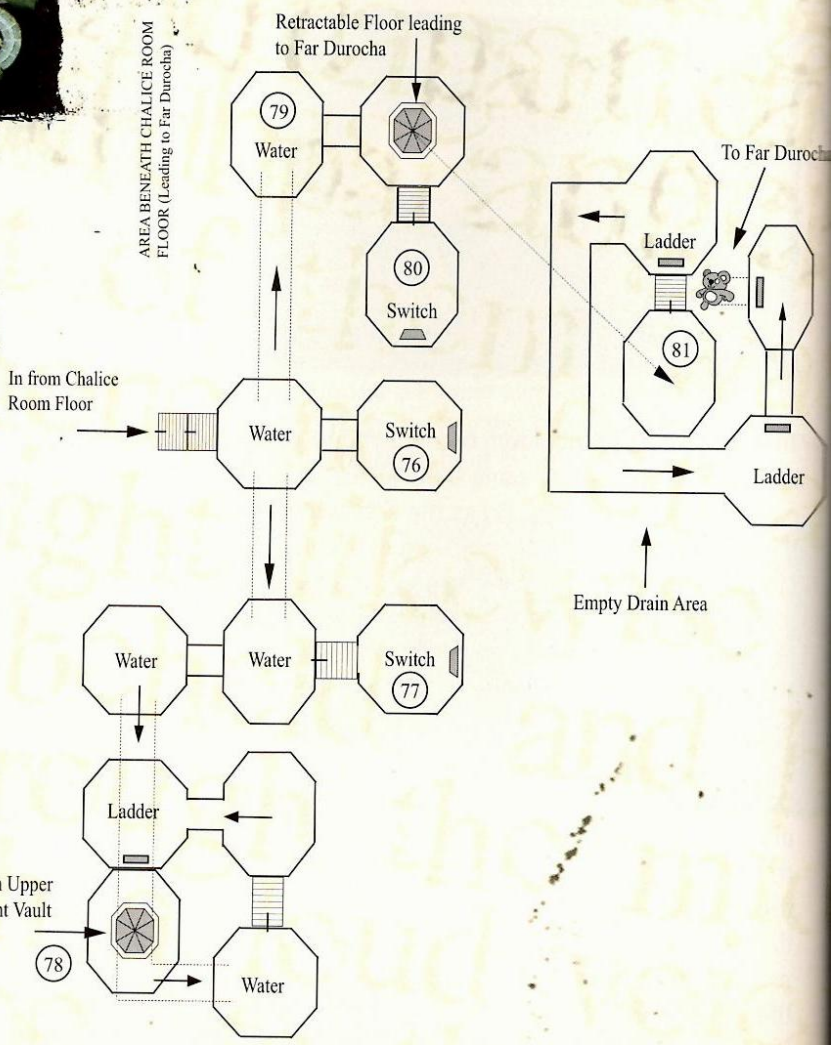
Enter the opened hole and blow open the stone wall in the corner of the pit using the Colle as Shadow Man. In the cave beyond, drop down to the floor and open up another stone wall to reveal a Cadeaux. Climb back up near the entrance, jump towards the narrow ledge and shimmy to the right (69), picking up a Cadeaux along the way. Jump off the wall at the end.

Jump across the gaps to the passage above the ladder (70). Follow it out into a large room with a tiled floor. Many of the tiles here are weak and will break when stepped on. If you fall through, you can blow open a stone wall in the zombie filled pit to open a passage back to the entrance (71). Refer to the map to find the safe spots (72). The panels that break are not drawn in. Jump between stable tiles while avoiding the fireballs and grab the Cadeaux on your way across the room. The second to last Ireland Sigil waits just around the corner (73).



TIPS FROM THE SHADOWMASTER...

If you want to clear away the weak tiles without falling through them, use an explosive weapon like the Grenade Launcher or Colle to reveal the safe spots.



The last Sigil is possessed by Farduroch himself. In order to fight him you'll have to find his lair. Return one last time to the Chalice chamber. Climb up onto the walkway and pull the switch beneath the Chalice platform (74) to open the pit in the center of the room (75). Drop down inside and head down the stairs to the pool of water. The switch in the room on the other side (76) opens a door in the Chalice chamber, but you don't need to pull it to get to Farduroch's lair.

When you dive down into the pool you can go left or right. The right path leads to a switch that opens another useless door in the Chalice chamber (77) and a trap door near the Recreant Vault (78).

Farduroch's lair is to the left. Swim past the fan blades, grabbing the Cadeaux above the second set, and surface in the far chamber (79). Enter the room with the trap door, pull the switch to the right (80) to open it, and drop down. The last sewer (81) is bone dry. Run through and climb out the other end to reach Farduroch's lair.

The door closes behind you as you enter, but Farduroch is nowhere to be seen until you pick up the Cadeaux in the middle of the room.

FARDUROTH

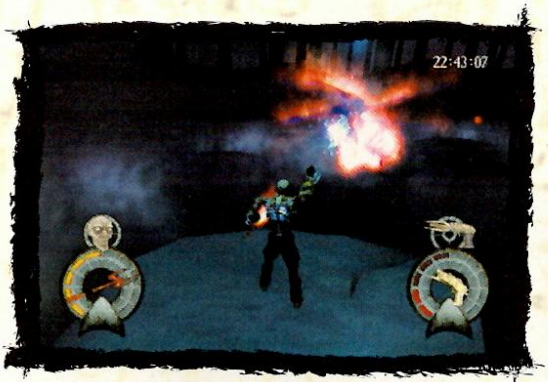
With his full suit of armor, Farduroth is effectively invincible during his repeated assaults throughout Ireland. Fortunately, he removes his helmet in order to taunt Shadow Man, making himself vulnerable for the ensuing fight.

During the battle, Shhedrim demons will appear and fire from afar. It's worth the effort to take them down before focusing on Farduroth.

Primarily, Farduroth is a close range fighter. He has a surprisingly fast run enabling him to close the distance between himself and Shadow Man in little time. Occasionally he will attempt a shoulder ram in order to knock you to the ground. When close, he wields his sword with deadly strength.

If Shadow Man stays away for too long, he will resort to firing the Malignum, but he definitely prefers going toe-to-toe. Hit and run tactics with long range weapons, primarily the Shadow Gun work best. Fire at him as he approaches, then run away and repeat. A good companion to the Shadow Gun is Famine, which will keep Shadow Man healthy without having to search through the pots. Keep the Nephilim Blade in the back-up slots and rush forward whenever he falls to his knees to hack away. With enough blows, you'll lop the knight's head off, but that doesn't mean the battle is over. It just means you have to fight the head and body at the same time.

Farduroth's head will sprout wings and fly to the roof of the chamber while his body will get back to its feet and resume its attack. The body is now invulnerable, but not that easy to ignore. Lure it near the entrance up on the walkway then jump down to the lower level. Since the body has to run all the way around to the stairs, this will give you a little bit of time to focus on the flying head. Wait until it begins to hover then fire away. Eventually it will drop to the ground, at which point you need to run up and hit it with the Nephilim Blade before it can take off again. With the head defeated, the body falls as well.



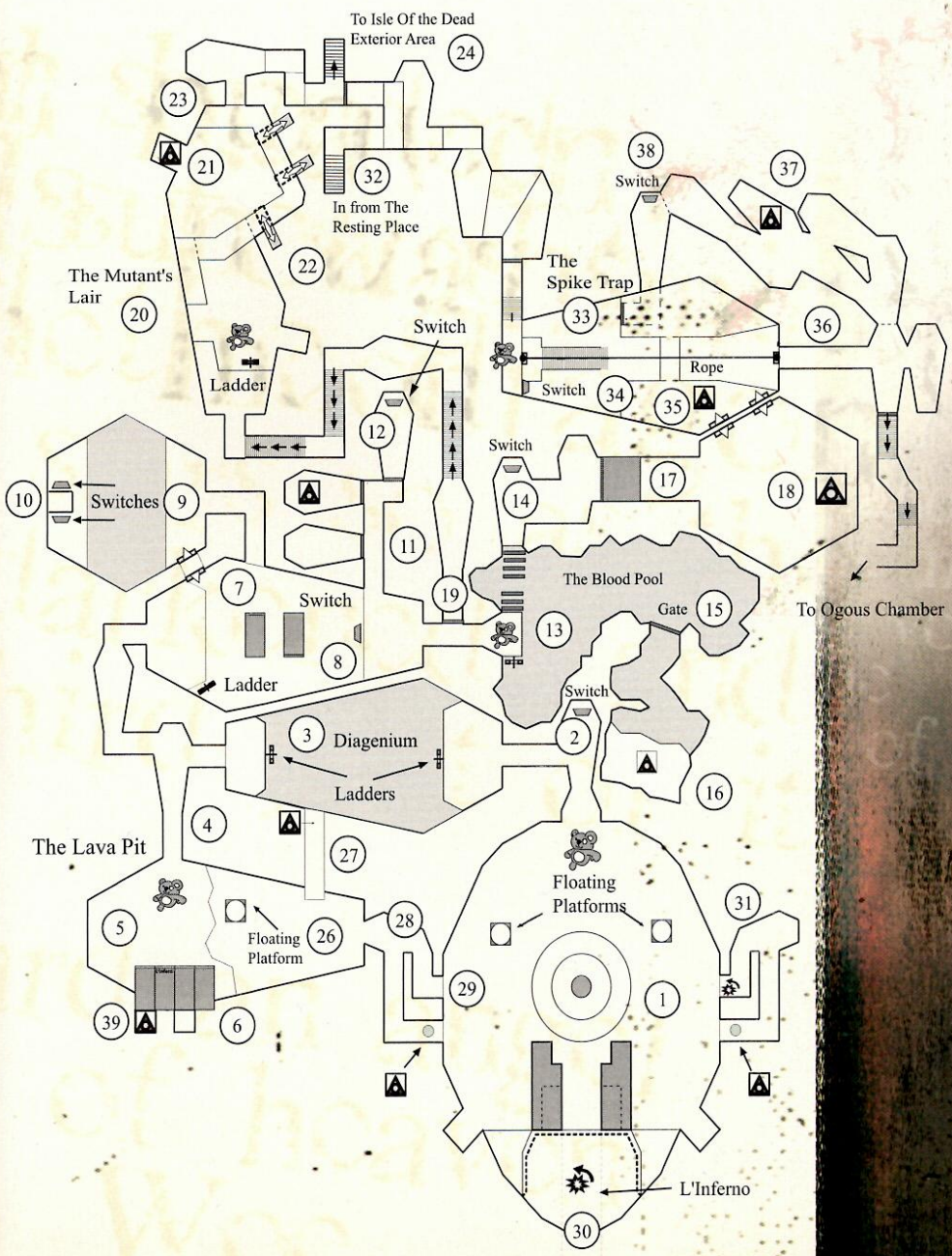
The battle with Farduroth will be long. Fortunately, there are plenty of pickup filled pots on both levels, filled with health, ammo, and voodoo.

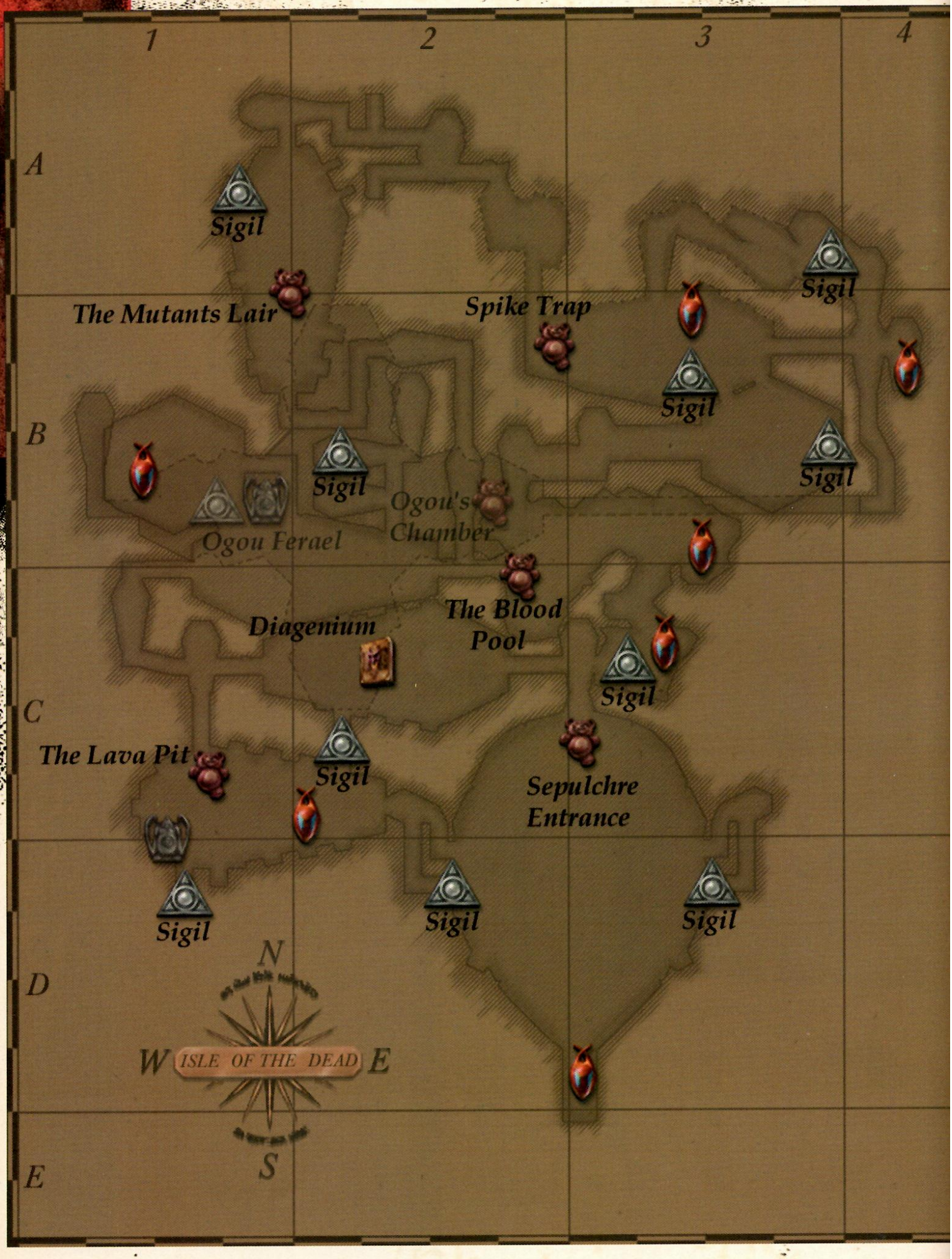
LEVEL 6 ⋋ ISLE OF THE DEAD AND THE BONEYARD

Now that Farduroth has been dispatched and all the Sigils have been collected in Ireland, it's time for Shadow Man to return to the main chamber of Gehenna and then into the Recreant Vault just to the right of the Asmodeus statue.

Upon entering Recreant Vault four, you will receive a Teddy Bear Save Point. Use the Codex while standing in the center of the circle to open the way to the Isle of the Dead.

One of the Grigori chose not to remain in the world of the living with the others. Ogoferael instead made Deadside his home. Shadow Man is none too pleased about having his realm act as the base for one of the Grigori demons. It's time to oust this squatter.




1
2
3
4
A
B
C
D
E
Sigil
The Mutants Lair
Spike Trap
Sigil
Sigil
Sigil
Sigil
Ogou Ferael
Ogou's Chamber
The Blood Pool
Diagenium
Sigil
The Lava Pit
Sigil
Sepulchre Entrance
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Sigil
Sigil
N
W
ISLE OF THE DEAD
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S

LEVEL WALKTHROUGHS

When you reach the other side, there will be a hallway to your left. There are three weakened walls down the hallway (11). Proceed to the end of the hallway where it turns to the right and use the Colle to blow open the walls. Be sure to run out of the area before the explosion or you'll suffer fatal damage. In these rooms you'll find voodoo skulls, a Sigil and one of the four switches for the statues in the Lava Pit (12).

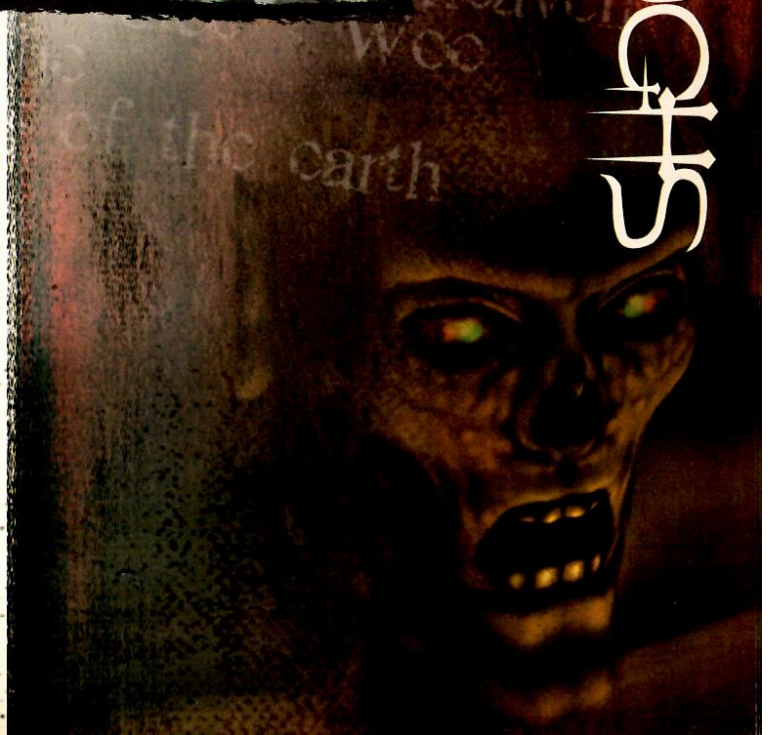
Return to the orb chamber and exit through the passage. As you approach the Blood Pool (13) you will receive a Teddy Bear Save Point. Now, turn left, eliminate the enemy and pull the switch on the other side of the bridge (14). This switch opens the underwater gate at the rear of the Blood Pool (15). With the underwater gate open, swim through the blood pool, grab the Cadeaux under the water at the other end, and collect the Sigil (16).

Collecting the Sigil lowers a large stone blocking your progress back near the gate switch area (17)

TIPS FROM THE SHADOWMASTER...
As in other areas of the game is would be wise to eliminate the enemies swimming about in the water or blood prior to diving in.

Swim back to the bridge area and proceed back towards the gate switch and go through the passage. Enter the now-accessible room beyond to find another Sigil (18). Prepare for a fight here. Ogoferael's minions won't give up this Sigil easily!

Next, go back to the entrance to the Blood Pool. A wall in the hallway (19) can be destroyed leading to a long passageway. Once again use the Colle to blow it up. Ascend the long staircase beyond to reach the Mutant's Lair (20). Drop down, defeat the horde of Abbadrim and collect the Sigil (21) at the rear of the chamber to activate the moving blocks overhead (22). When you drop to the chamber floor you will receive a Teddy Bear Save Point. Climb up to the walkway, slip past the moving blocks and blow up the weak wall on the other side (23).



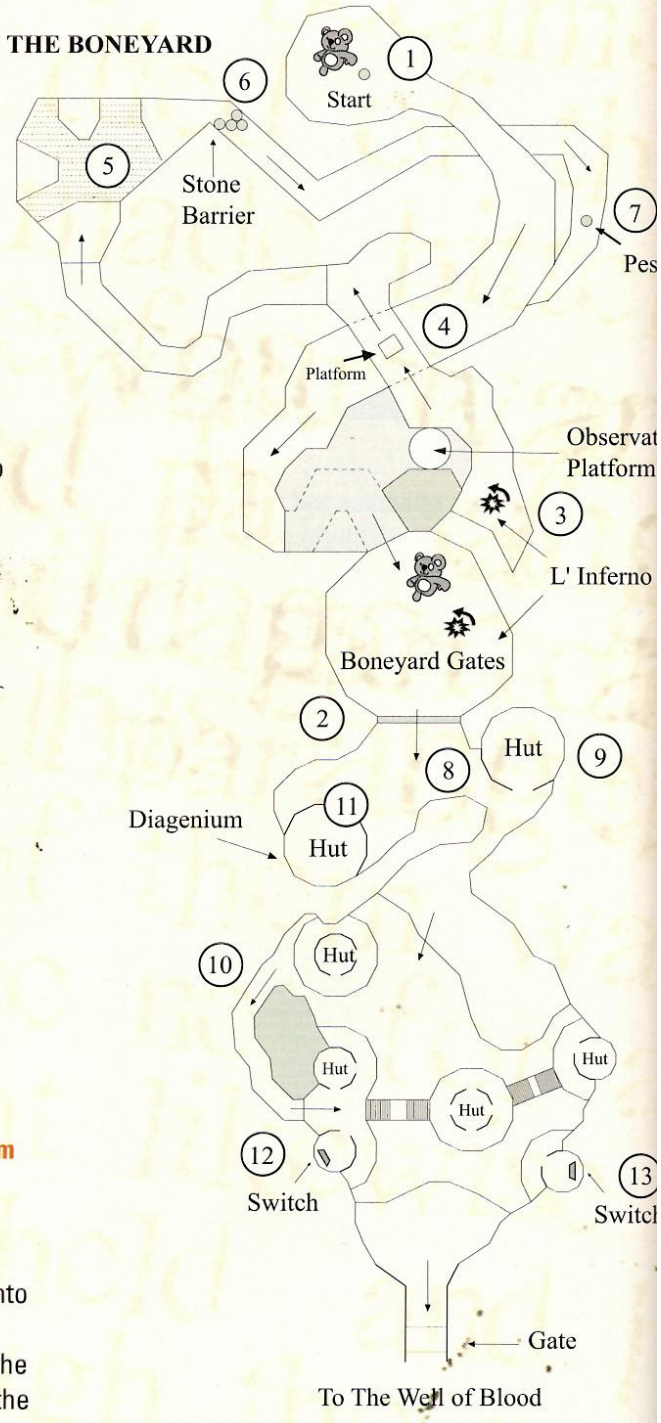
Pass through the destroyed wall and climb up the ledge walls to reach an exterior area of the Isle of the Dead called the Resting Place (24). After surviving the Duppie ambush, enter the lookout post (25) (see Resting Place map). Inside, collect the Sigil and pull the switch to lower a second statue in the Lava Room.

At this point, your forward progress in these chambers has come to end. Teddy Bear back to the Lava Pit. Jump up onto the lowered statues and onto the moving platform (26). Ride the platform to a small alcove on the left (27). Hop inside to collect a Sigil.

TIPS FROM THE SHADOWMASTER...
It's safer to drop out of the alcove into the pit room instead of trying to jump back onto the moving platform.

Get on the moving platform again and jump off into the passage (28). Retrieve a Sigil from the right-hand path. Next, hop onto a moving platform in the vault area from the left-hand path (29). Wait for the second platform to get close to the first one and jump onto it. From the second platform, leap to the ledge above the vault entrance (30). Collect the nearby Cadeaux and use L'Inferno to warp from the ledge to the alcove (31). Follow the passage around to retrieve the Sigil on the other side.

TIPS FROM THE SHADOWMASTER...
You've done all you can on this side of the Isle of the Dead. To reach the rest of the level you need to hitch a ride from the Boneyard. Now that you have the Chalice, Teddy Bear back to the Hountfort church and give it to Nettie so she can heal Jaunty. After he vanishes, Shadow Man can use the Teddy Bear to warp to the Boneyard.



Does this area look familiar? It should. Shadow Man began his journey in this same spot (1), but now you can get much further into the Boneyard. Since his last visit, the area has become filled with menacing Duppies under Ogoferael's control.

Fight your way to the Boneyard Gates (2). Upon reaching the open area in front of the Boneyard Gates, you will receive a Teddy Bear Save Point.

Before you go and speak with Jaunty who is waiting impatiently by the Boneyard gate, you can take a side trip if you want to get the Peste. The Peste is located in the same spot where you found the Teddy Bear back in the training level. The ladder that used to be in the Boneyard Gate area is gone. Instead, use L'Inferno to warp up to the platform (3). Head through the path and use the hanging platform (4) to cross the gap.

TIPS FROM THE SHADOWMASTER...
If the hanging platform is too high up to reach when you get to the gap over the canyon, it means you haven't eliminated the Duppie sentries. Be sure to take out all the Duppie guards with your sniper rifle. This will lower the platform making it accessible.

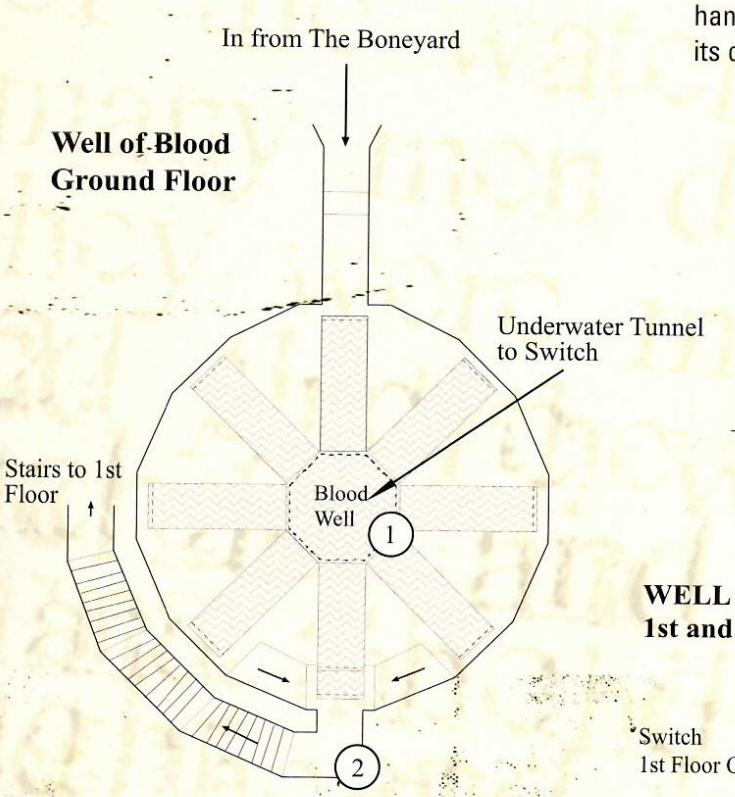
When you reach the blood pool (5), blast the Deadworms swimming in it before crossing to the other side. Climb out of the pool and break down the stone wall using your Colle (6). Jump over the gap at the end of the passage and retrieve the Peste (7).

Now it's time to return to the Boneyard Gates and have Jaunty open them for you. On the other side, Shadow Man will be assaulted by a group of Duppies (8). After fighting them off, backtrack briefly to retrieve a Cadeaux in one of the huts by the Gates (9).

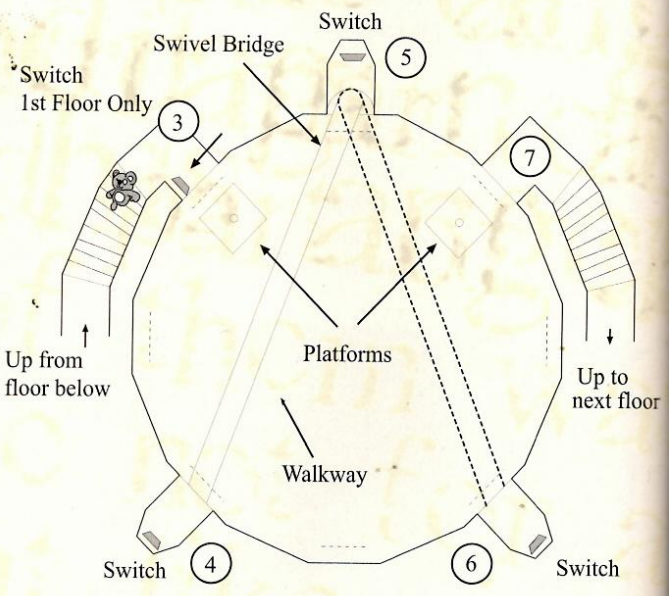
Go back into the suspended Duppie village and ascend a path to the right (10). At the top, jump to the hut on the left and break open the boards to find the Boneyard map (11). Jump back to the platform and pull the switch in one of the huts (12) to partially open the gate blocking the exit. Throughout your exploration of the suspended huts you will be ambushed by Duppies. Stay on your toes and eliminate them as you proceed.

Cross the broken bridge to the middle hut. Cross a second bridge to retrieve a Cadeaux behind a hut. Pulling the switch in the other hut fully opens the gate allowing Shadow Man to exit the area (13).

Swim back to the Well of Blood. Head through the opened door on the elevated platform (2) and ascend to the first floor. As you reach the opening on the first floor you will get a Teddy Bear Save Point. The switch on the wall will lower the hanging platform and swivel the bridge back into its original position (3).



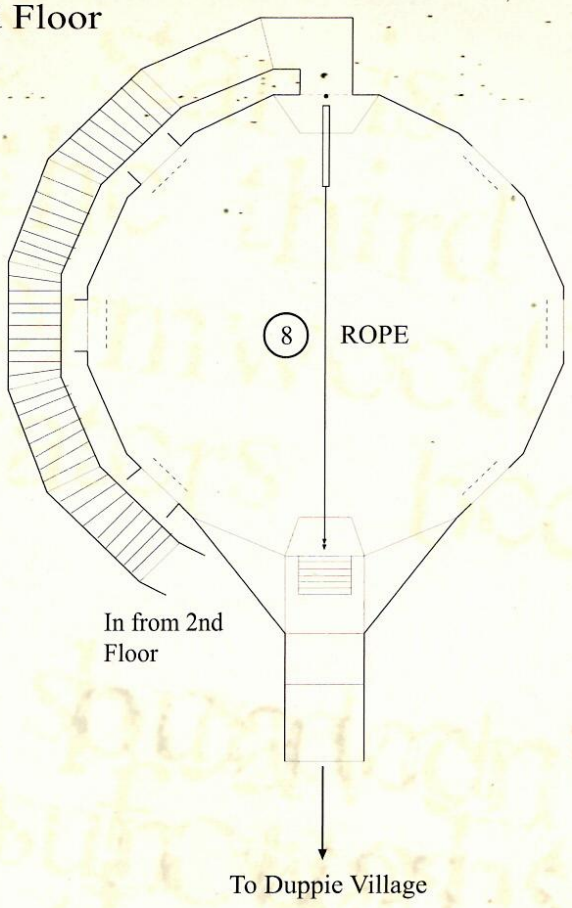
WELL OF BLOOD
1st and 2nd Floor Layout



Pass through the gate to enter the Well of Blood. Dispatch the annoying flock of Shhedrim and the flying Duppie to keep them from troubling you as you work your way upward. First, swim down into the center pool (1), picking up a Cadeaux along the way. Pass the spinning blades and climb up the other side into a small chamber. Destroy the weakened wall and push the switch behind it.

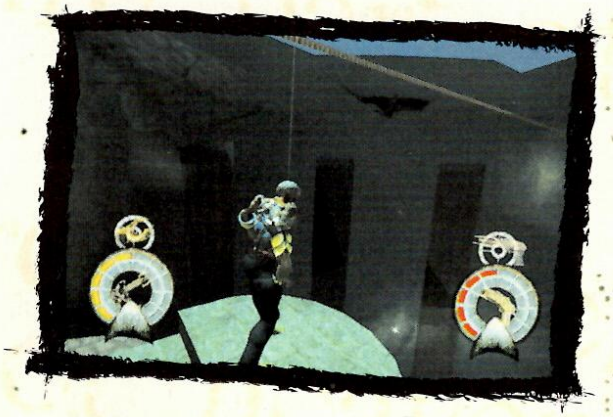
You only need to use this switch if you fall down later. Jump to the platform and then the bridge. Run to the right and press the switch (4) to swap the positions of the hanging platforms. Cross the bridge to the other side and use the switch there (5) to swivel the bridge. Ignore the switch on the far end of the bridge (6). It will swap the hanging platforms again. However, you need them in their current position. Jump to the closest platform and then into the passage that leads to the second floor (7).

WELL OF BLOOD
3rd Floor



The second floor is much like the first one. Use the platform again to get to the bridge. This time, ignore the switch to the right (4) and use the one on the left (5) to swivel the bridge. Push the switch on the far end of the bridge (6) to shift the platforms one more time. Jump over to the passage in the wall (7) and head up to the top floor. Climb across the long rope (8) to reach the Duppie Village. As you enter the top of the village cliffs you'll receive a Teddy Bear Save Point.

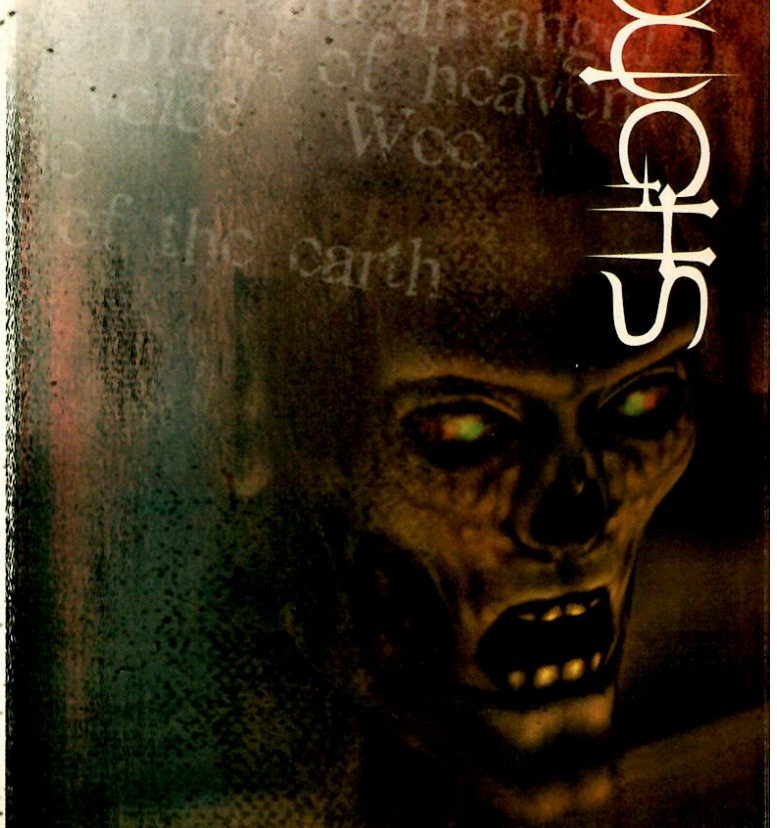
SEE MAP ON PAGE 90

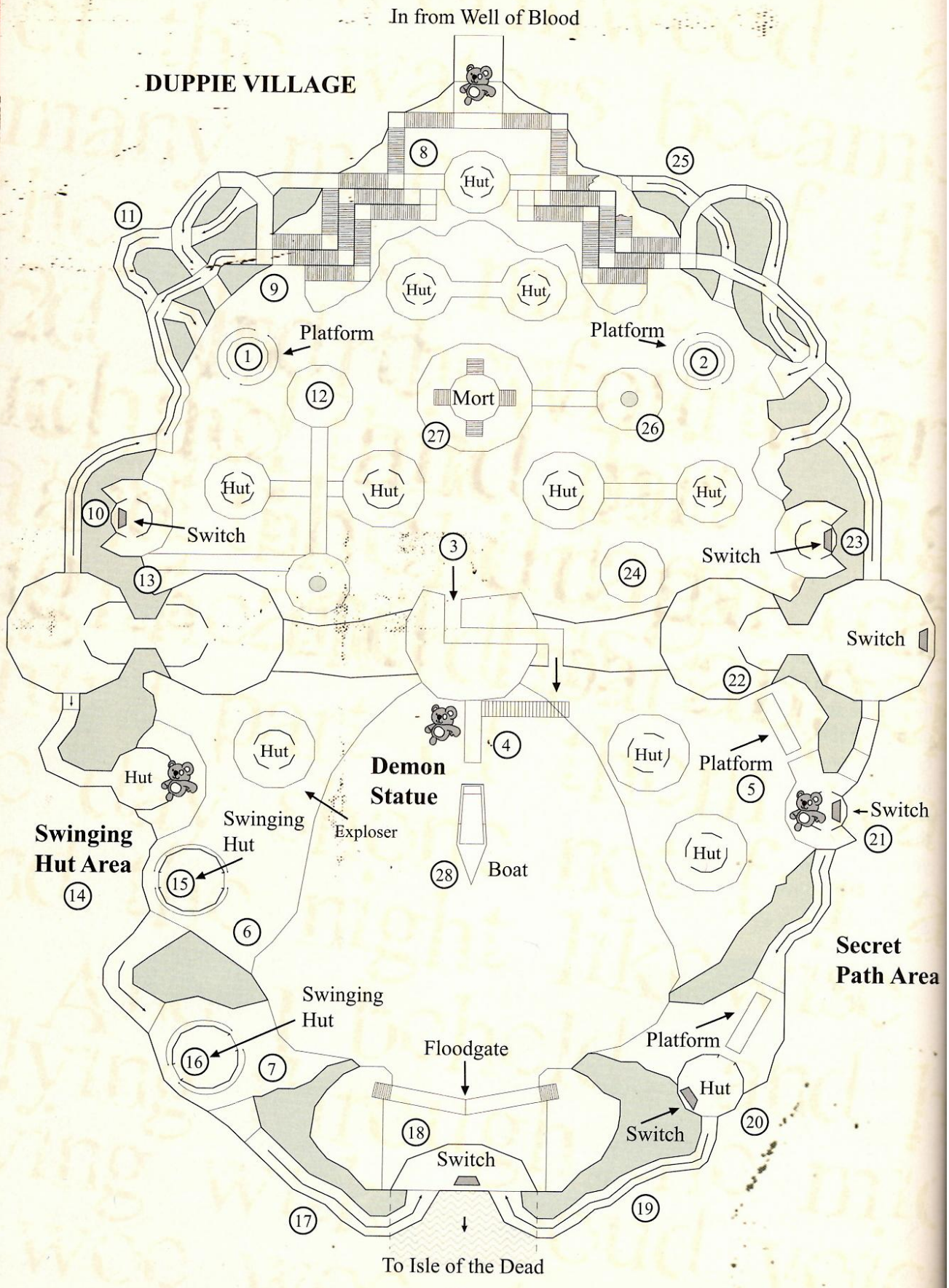


The first thing to remember about the Duppie Village is that it is huge! It's big enough to require four different Teddy Bear Save Points. Your main goal is to open the floodgates on the far end of the village in order to take the boat to the Resting Place on the Isle of the Dead. But before doing so you will find lots of secrets along the way.

TIPS FROM THE SHADOWMASTER...
As you work your way around the village, you'll find that there are many huts that can only be reached by dropping from above. Don't bother making the effort, as they only contain voodoo skulls.

First, drop down to the bottom of the village and destroy the tethers holding down two hanging platform (1) & (2). The floor of the Duppie Village is crawling with enemies. They will make your life miserable as you attempt to release the tethers. Take them out as soon as you can. Next, find the




In from Well of Blood
DUPPIE VILLAGE
Hut
Platform
Mort
Switch
Demon Statue
Exploser
Boat
Swinging Hut
Swinging Hut Area
Floodgate
Secret Path Area
To Isle of the Dead

passage in the center of the village (3) to cross into the Demon Statue area (4). If you walk up onto the dock at the statue you will receive a Teddy Bear Save Point.

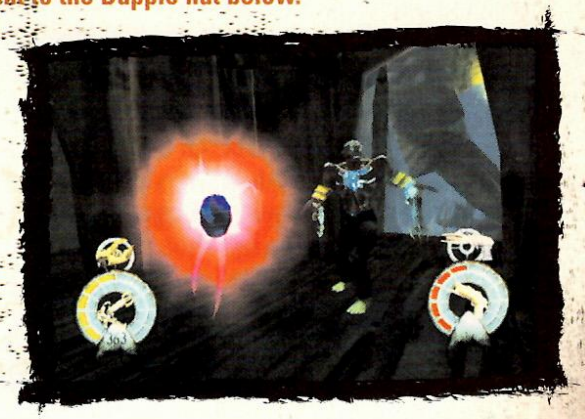
On the left, break four tethers (5) to raise a platform. Also, swim through the water to a secluded alcove to retrieve a Cadeaux hidden in a pot.

On the right side, cut four tethers to make a hut above start turning (6). Swim to a second alcove to free the last hut (7).

Now it's time to warp back to the Duppie Village entrance. Go down the stairs to the right (8) and follow the lowest path (9) to the hut at the end (10). Break open the pots to find a Cadeaux and push the switch inside to raise the nearby hanging platform. Return to the stairs and take the highest path this time (11). Jump to the hanging platform and then to the one beyond (12). Follow the bridges and climb the ladder to reach a passage carved into the cliffside (13). Jump inside.

Drop down the hole in the passage and exit the hut. Take a side trip up the path on the right to collect a Cadeaux. Follow the opposite path to the Swinging Hut area (14). Upon reaching this area you'll receive another Teddy Bear Save Point. Wait on the ledge and jump into the hut when a door passes by (15). Jump out the other side into a cliff passage. Repeat the process in the second hut (16).

TIPS FROM THE SHADOWMASTER...
The final voodoo weapon, the Exploser, can be found by jumping from the Swinging Hut Teddy Bear Save Point to the Duppie hut below.

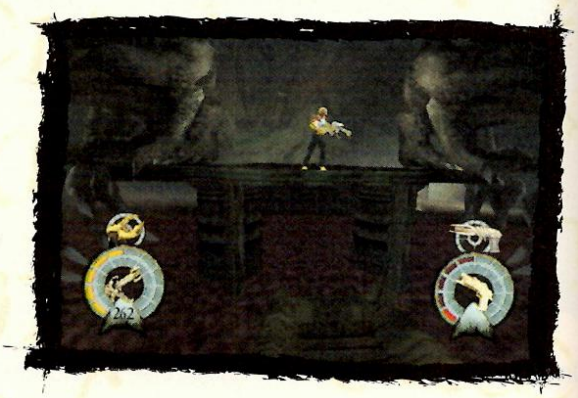


Follow the passage (17) to the chamber and push the switch inside (18) to open the floodgates. You can now take the boat to the Isle of the Dead. But if you want to get the most powerful spell in the game, follow the second passage in this room (19).

At the end of the passage, collect the Cadeaux in one of the pots and push the switch on the wall (20). The platform outside will rise up. Use it to cross the gap. Another switch in the next hut (21) raises the second platform. Cross it and enter the tunnel on the other side (22). Go straight at the fork. Jump to the hut below the exit (23). Collect a Cadeaux outside and push the switch inside to raise the last hanging platform. Before leaping back into the tunnel, grab onto the rope and climb down to the platform it's connected to for a Cadeaux (24).

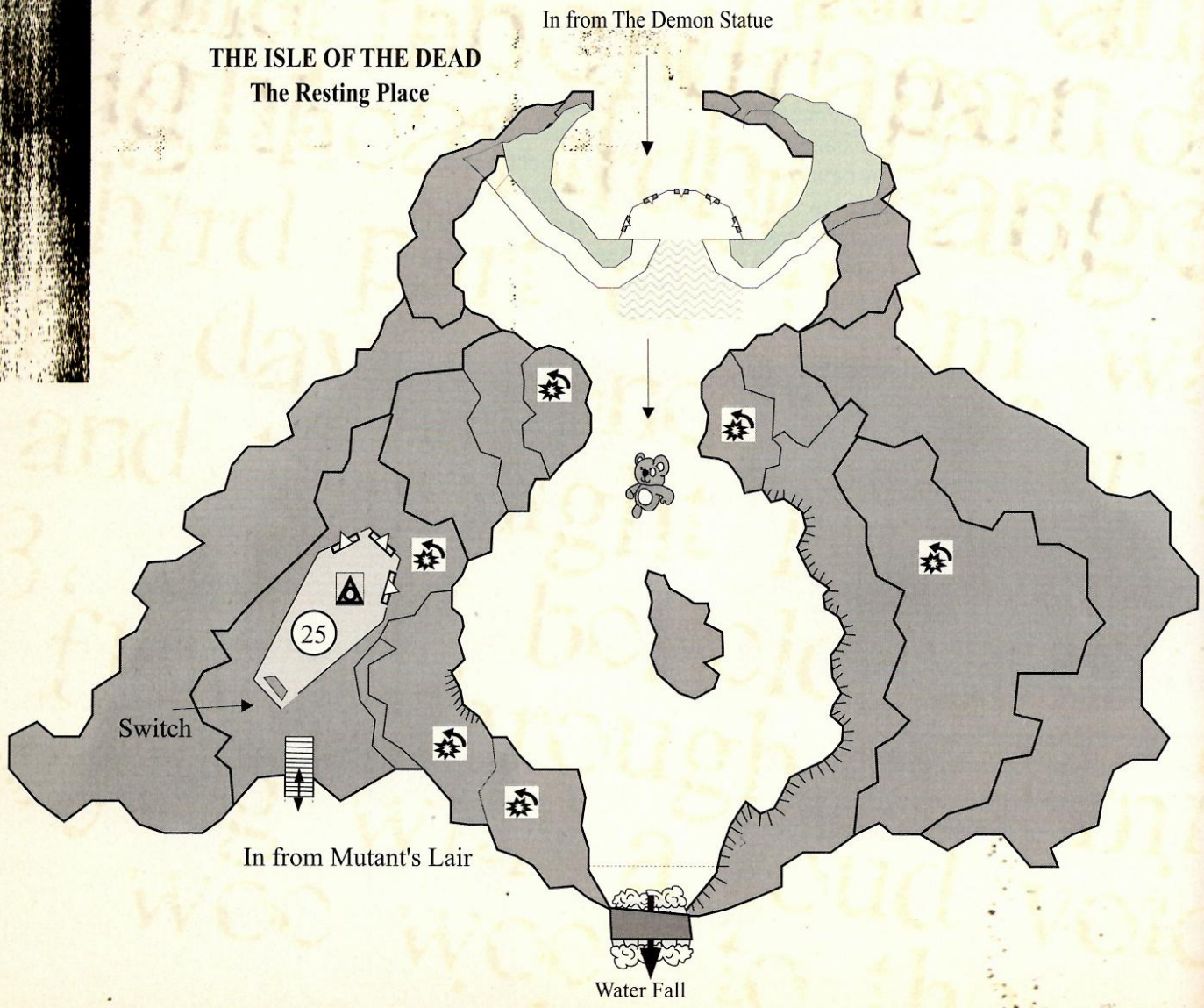
Back in the tunnel, take the remaining fork and drop down into the Duppie hut. Follow the path to the left and drop down into the path it intersects. Grab the Cadeaux to the left then follow the path back to where it meets the stairs. Climb up to the highest path (25) and follow it up to the hanging platform. Leap across to the hanging platform, then to the one beyond (26). All that's left to do is cross the bridge to claim Mort as your own (27). Why don't you try it out on the Duppies that attack after you pick it up?

Now you're ready to proceed to the Resting Place on the Isle of the Dead. Warp back to the Demon Statue and jump off the dock onto the boat (28). Enjoy the scenery as you are carried into the Resting Place. As you enter the Resting Place, you will receive a Teddy Bear Save Point.

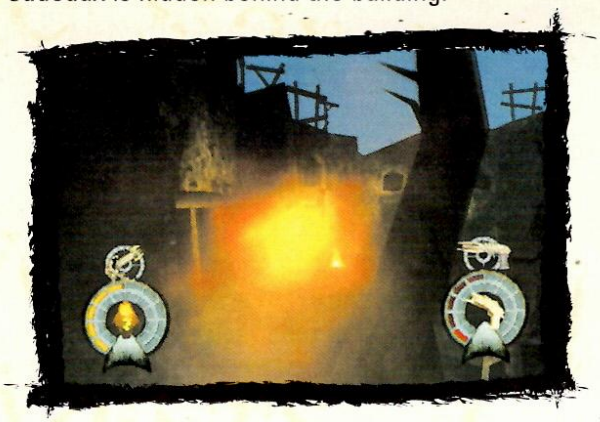


Hop off the back end of the boat and climb up to the fire on the ledge. Use L'Inferno to warp all the way over to the other side of the lake. Jump the gap to the left and collect a Cadeaux behind a

THE ISLE OF THE DEAD
The Resting Place



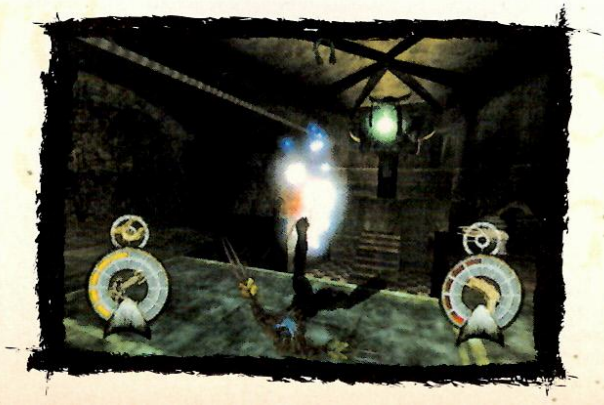
bone pillar. Drop down to the nearby fire and use it to warp to the front of the lookout building. Another Cadeaux is hidden behind the building.



Drop into the lake and swim to the opposite shore. Climb out and make your way behind the waterfall. Climb up the ladders and descend the staircase into the Dark Sepulchre (Refer back to the main Dark Sepulchre map at 32). Drop down to the floor and blast open the wall to the left to reveal a Cadeaux. Destroy another wall farther down to enter the Spike Trap (33).

TIPS FROM THE SHADOWMASTER...
It's extremely dangerous but possible to grab the Cadeaux on the ledge over the lava. Jump from the left side of the exit to the small ledge next to it.

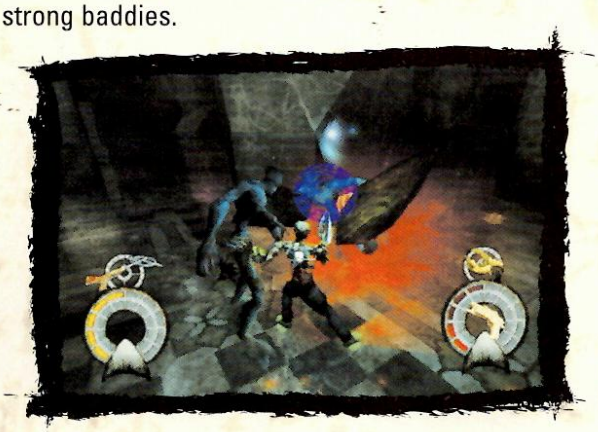
In the Spike Pit room, drop down to the right of the stairs and pull the switch to extend a rope across the pit (34). Enemies on foot and in the air will be all around so get ready for a battle. Climb back up the stairs and grab the rope. Drop off onto the bridge and collect the Cadeaux and the Sigil (35).



Drop down to the floor on the far side of the pit. Break down the cracked wall (36). Head into the passage on the other side, collect a Cadeaux in a pot and turn left. Collect the Sigil (37) and pull the switch (38) beyond it to lower another statue back in the Lava Pit (39). Warp there to collect the second to last Sigil. Collecting this Sigil opens the doorway to Ogoferael's chamber. Teddy Bear back to the Spike trap and cross the rope to the other side. This time head through the doorway and turn right. The now-open doorway leads to the chamber. One more Sigil left, and it's in Ogoferael's possession.

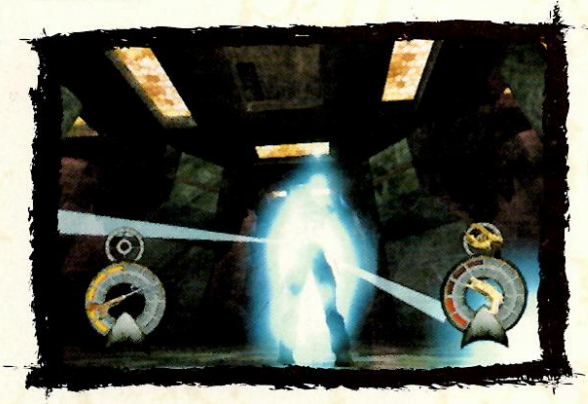
Ogoferael

The winged demon Ogoferael is weak on its own. In a one-on-one battle Shadow Man would clearly have the upper hand. Therefore, Ogoferael prefers to summon groups of enemies to do the fighting for him. Each group is a progressively stronger enemy, starting with simple Duppies. With the right strategy, however, you should be able to defeat Ogoferael before he can get to the really strong baddies.



If you get bogged down by enemies, use Mort to clear them out quickly and give yourself a brief period where you can focus on Ogoferael.

After summoning his demons, Ogou will take to the air, occasionally firing bolts of energy down onto Shadow Man. Equip the Malignum, which is effective against both the boss and the hordes of enemies. Additionally, since it's a Nephilim weapon, the Malignum can also deal the final blow against Ogou, allowing you to keep your distance.



Luckily, the pots in the chamber contain plenty of voodoo, which makes using Mort a lot easier.

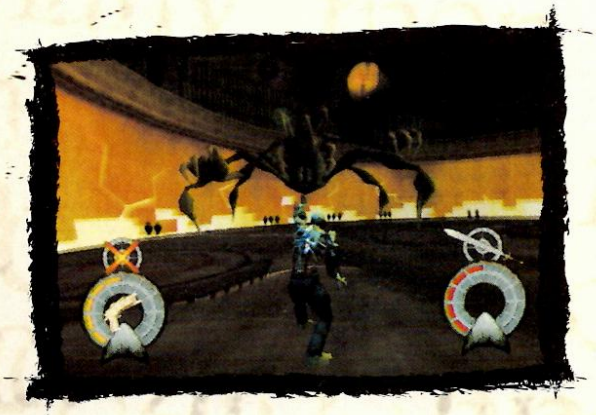
GEHENNA

TIPS FROM THE SHADOWMASTER...
Two of the Recreant Vaults have been abandoned by their Grigori, Sammael and Djinn. Although the passages leading out of them are crumbles, there are two Cadeaux left behind at the end of each staircase.

With all 32 sigils in the Codex, it is time to face Asmodeus. Return to the Pit in Gehenna and stand on the center circle of the spinning floor. Read the last passage of the Codex to open the Asmodeus statue. Shatter the revealed orb with the Nephilim Blade to open the Pit. Prepare for the final confrontation with the leader of the Grigori Sephiroth.

Asmodeus

Asmodeus may look frail in its human form, but looks can be deceiving. Beneath this guise lurks a huge, powerful, fanged demon. Fortunately, after his long journey, Shadow Man is a lot tougher than he looks as well, especially considering his impressive range of weapons and spells.



The tools of choice for this final battle are the Malignum and the Shadow Gun. Both are powerful long-range weapons that require no ammo. The Malignum also allows you to deal the final blow quickly and from a distance. One of your backup slots should hold Famine. Health in The Pit is sparse. Switching one of your weapons to Famine will keep you from wasting what little pickups there are. Eventually, persistence and careful dodging will win this battle.

Asmodeus' main attack is a large volley of energy blasts. Stay moving to keep from being hit and roll when necessary.

Occasionally, Asmodeus will leap up and cling to the ceiling while releasing demon spawn to attack. These tiny Asmodeus should be your first priority. Charge the Malignum to full power and a single shot should finish one off. Alternately, Mort and L'Orage are effective for dealing with a crowd.

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Games/Action
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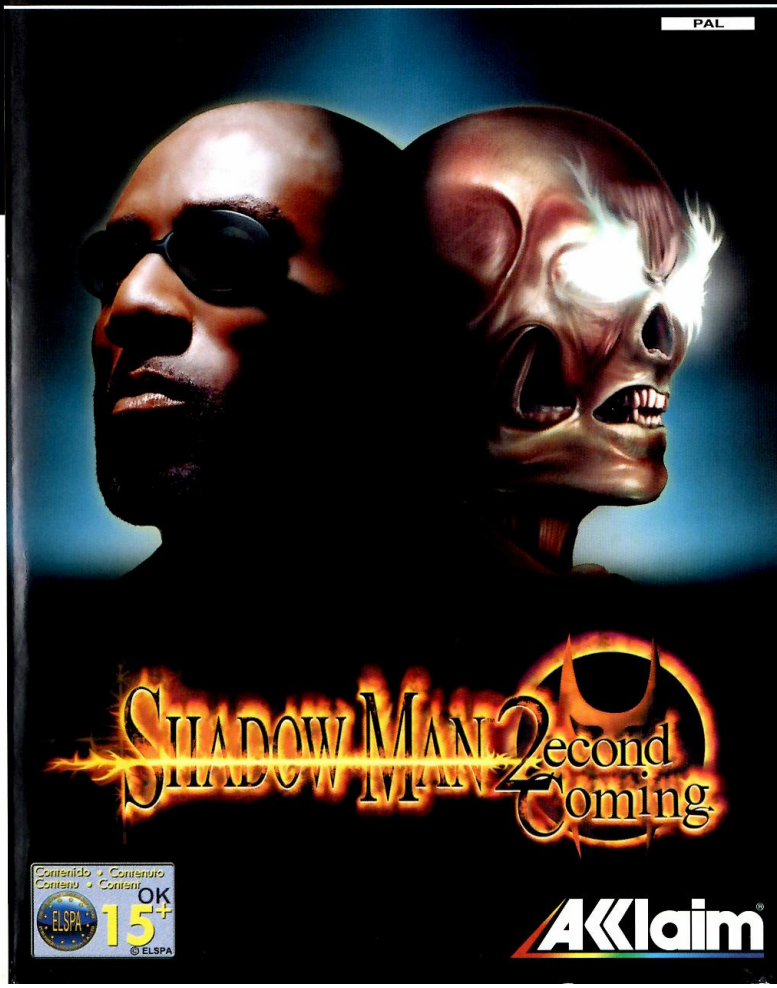

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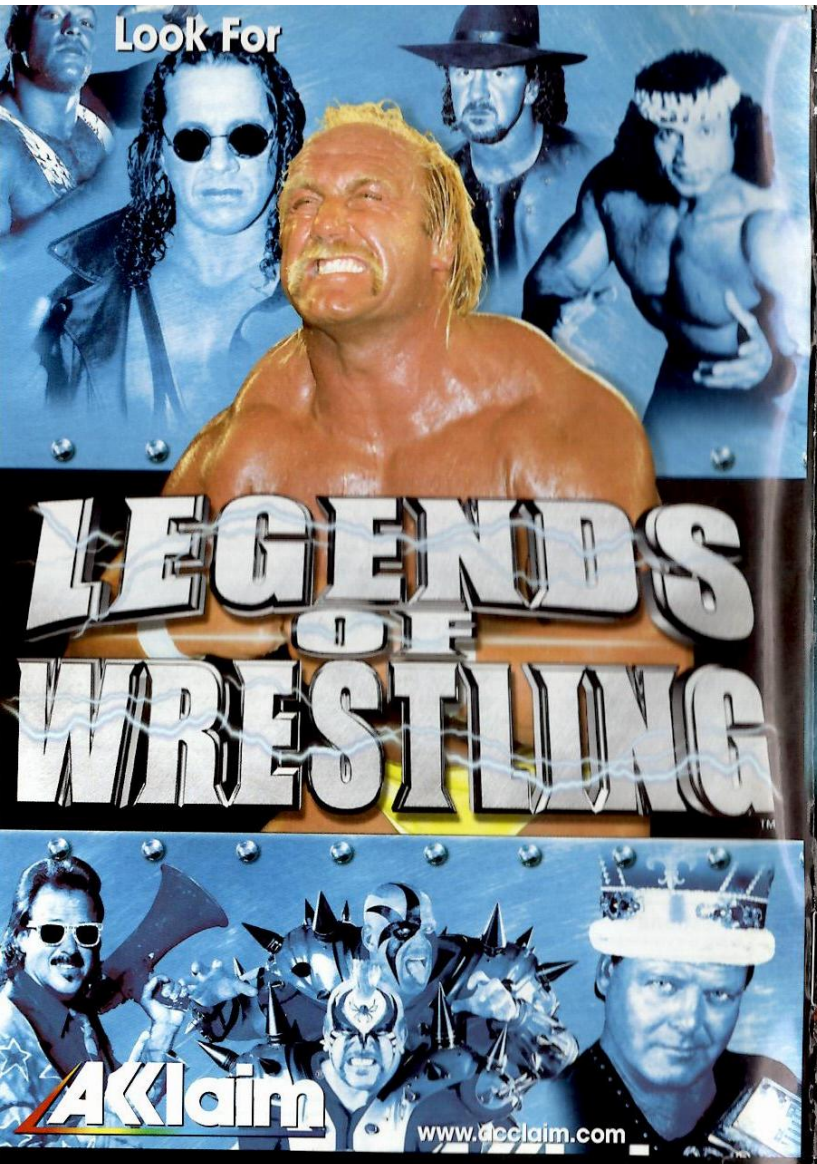

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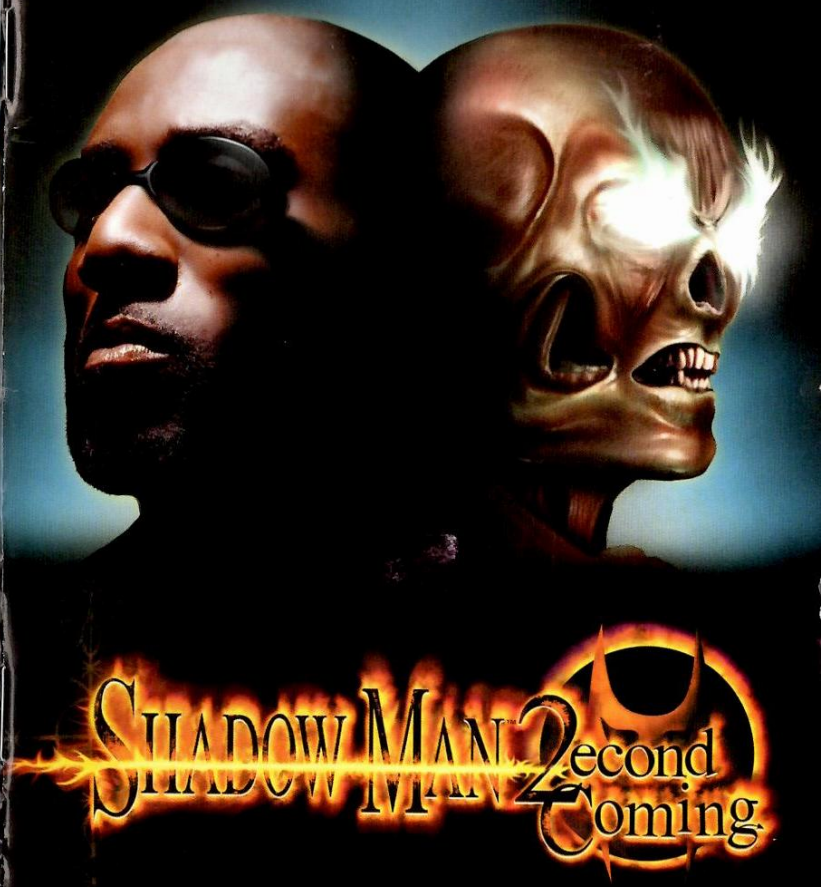

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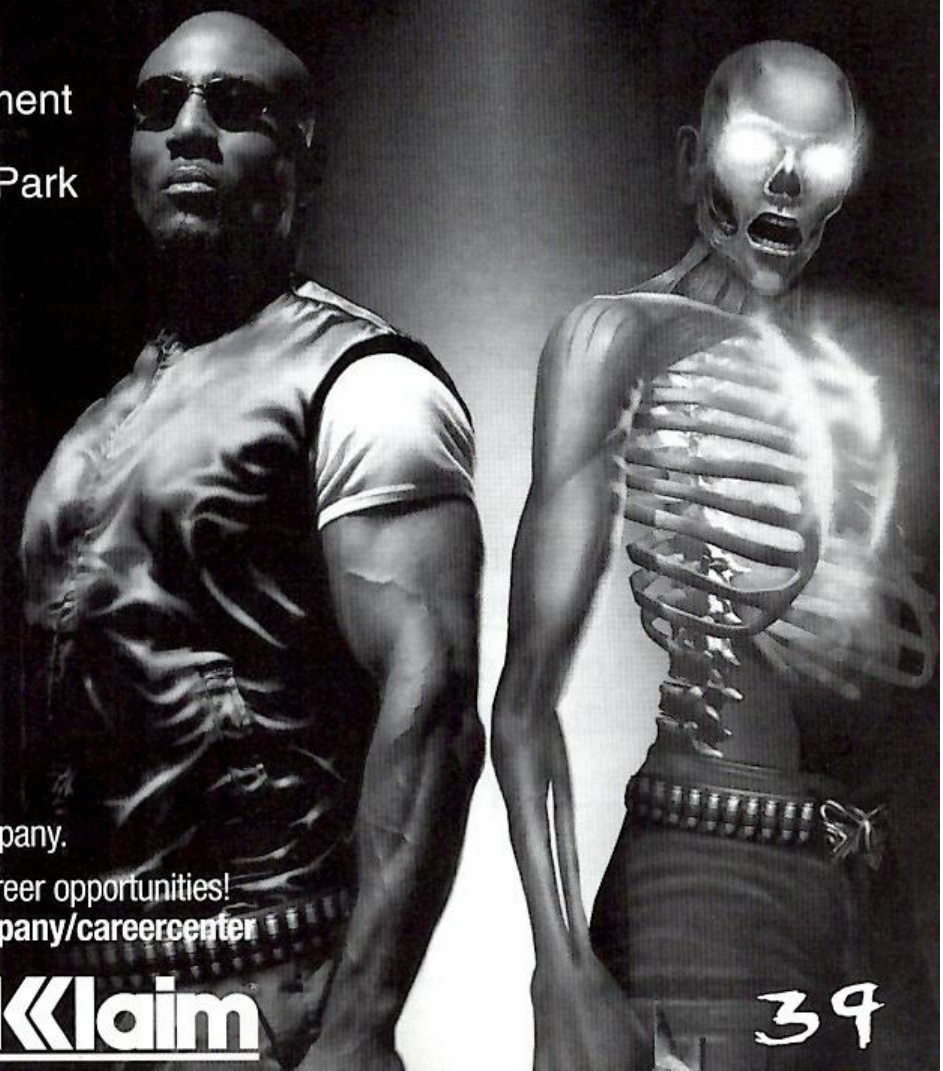

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